WARNING
DANGER

CONVICTOR DRIVE

ARMORED BY GRIEF

CONVICTOR DRIVE

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FOREWORD

Hello, DRIVE!

With this book, I wanted to create something inspired by the tokusatsu shows I loved growing up. The Yokohama Zone is filled with technology created to make people happy, but villains instead seek to use it to make them shed tears. It's a place where, heroes who fight to protect everyone, shed unseen tears of their own... and those tears become the power which they need to prevail over evil. That's what makes Convictor Drive such a special game. So please, take this opportunity to remember how you innocently dreamed of heroes when you were a child.

Thank you very much for playing this English edition of Convictor Drive. It's my hope that those in the Anglosphere will also enjoy roleplaying as my beloved heroes.

- SIGRE

INTRODUCTION

01. CONVICTOR DRIVE

It's the year 202X, and thanks to the science of mechatronics, the world is more advanced than ever before. The Japanese government has established a Special Mechatronics Testing Zone, the Yokohama Zone, to explore the potential of this new "mechatronics" technology. The Yokohama Zone offers its residents lives of comfort and plenty but is also home to sinister new threats enabled by these same innovations.

That's why the biggest name in tech, Kusuto Aitani, developed the elite exoframes known as Convictors. Convictors possess unmatched power, but there's a downside to them: they can only be driven by those who have lost something dear to them... those with wounded hearts.

Aitani joined forces with the government to establish DRIVE Private Security, a company to house these Convictor pilots. DRIVE is always in search of new employees with the tragic qualifications to battle the evils that have taken root in the Zone.

GETTING STARTED

You'll find a short digest of the world of Convictor Drive in Chapter 5. When you're mid-session and don't have time to read the entire rulebook, please take a look at it as it explains Convictor Drive's setting very concisely.

If you plan on holding a session with players who don't have their own rulebook, you should make a copy of those pages for them.

We've also made many of these documents available on our website as PDFs under the Resources section. Please use them in any way you see fit.

02. WHAT'S A TRPG?

When you were young, did you ever watch shows like Kamen Rider or Super Sentai (Power Rangers) and wonder what it'd feel like to be in one of those powersuits yourself, defending the weak and saving the world from the most dastardly of villains? TRPGs, especially one like Convictor Drive, provide the opportunity to live out that very type of fantasy.

To that end, it's perhaps best to think of roleplaying games in general, this one included, as organized make-believe sessions where—just like when you were a kid playing make-believe—all you need in order to have fun is your imagination and a few friends.

▼ THE GOAL OF THIS GAME

Most games are meant to be won. In a fighting game you want to beat your opponent; in an RPG video game, you want to defeat the final boss. But TRPGs are different. Their ultimate goal is for everyone to have fun.

Convictor Drive has an even more specific goal: for everyone to create the ultimate superhero story together. So, if you're ever having trouble coming up with what your character should do next in the story, think about what would be exciting to see happen, or what a character such as yours might do if they were the star in one of the aforementioned TV shows.

▼ WHAT YOU NEED TO PLAY

- This rulebook
- 5 to 6 10-sided dice (the GM should have 10)
- Something to write with and scratch paper
- Several friends

If you can't find a group to play Convictor Drive with, try joining our Discord! Our official staff and community of players are constantly running games. Furthermore, if you find anything in this rulebook hard to understand, or you're unsure what to do rules-wise when a certain situation arises, please feel free to pop by the Discord and ask; we're more than happy to help, and we tend to respond to questions—especially rules questions—quite quickly. You can scan the QR code at the back of the book to be taken to our server directly.

▼ THE GOLDEN RULE

You can do anything in a TRPG, and as such, a single rulebook could never account for the range of roleplaying possibilities available to you. Thus, to navigate the more unique situations you're bound to find yourself in—situations that aren't explicitly outlined anywhere in this text—you'll sometimes simply have to rely on common sense.

Furthermore, in the case of Convictor Drive specifically, the player characters are meant to be heroes who fight for justice. Therefore, they will rarely, if ever, act in morally ambiguous ways. You'd do well to remember this, as it's a fundamental aspect of the game's premise and can help you figure out how to resolve certain predicaments.

Even so, you'll still invariably find that, regardless of your character's unwavering moral compass, some situations are just tricky to deal with. In these moments, you should lean on your Game Master to help you out. After all, it's their job to keep things moving and to either navigate, or help you navigate, the more difficult quandaries you encounter.

Additionally, as you play Convictor Drive, there will be times when you'll think "Well, the rules say to do this, but this would be way cooler!" When this happens, and it will happen, you're welcome to suggest your idea to the Game Master. If they like it, they can ignore the rulebook with impunity. Just remember: in the end, the Game Master has the final say about everything.

BASIC GLOSSARY

01. GAME SYSTEM TERMINOLOGY

GM
Short for Game Master. They are the person who keeps the game moving and ultimately are the arbiter of the rules. In this rulebook, the Game Master will be referred to as the GM.

Player
This refers to each person participating in the game, except for the GM.

PC
Short for Playable Character. A PC is a character, created by a player, who exists in the world of Convictor Drive.

nD
This means you should roll the indicated number of 10-sided dice. For example, if you see "3D" written down, you want to roll 3 10-sided dice. Do note that this game only uses 10-sided dice.

CO
Short for Commanding Officer. A CO is a character played by the GM; they serve as the players' superior officer.

Coordinator
When it comes to getting the game ready, the GM already has a lot to do. So, they may ask someone else to help with certain tasks like deciding when and where the game will happen or making sure everyone has their character sheet completed. This support role is called a Coordinator.

Session
A session covers the time it takes you to play a single scenario from beginning to end.

Campaign
A campaign is when you take the same characters straight from session to session, joining them together into an epic story. Think of a campaign as like an entire season of a TV show.

Secret Info
This is information given to a player that they aren't allowed to reveal to anyone until the GM gives them permission to.

02. SETTING TERMINOLOGY

These are very basic explanations. For a more detailed summary, see the Q&A at pg. 148.

Convictors
The most advanced and powerful exoframes that exist in this world. Each one of the PCs has a Convictor custom-made for them.

Exoframes
A general term for the type of powered exoskeletons that are in widespread use.

Yokohama Zone
A prototypal city established to test new technology. With Yokohama City as its heart, it's a special part of Japan separate from the prefectures.

DRIVE
The company the PCs work for. They are technically a private security firm but believe in the cause of justice.

BDS
Short for Balance Delivery Service. They are an arms manufacturer that operates throughout the world and are considered both a global threat and one of the prime threats in the Yokohama Zone.

CHAPTER 01

GAME SECTION

CHARACTER CREATION

01. ABOUT PLAYER CHARACTERS

The setting of Convictor Drive is the Yokohama Zone, a Mechatronics Testing Zone created as a model city for all sorts of advanced technology. Your player characters are employees of DRIVE Private Security, a company that keeps the peace in the Yokohama Zone, and work there as "pilots"—individuals capable of operating high-spec exoframes called Convictors.

There's a condition to piloting a Convictor, though; one that doesn't allow just anyone to do so. To operate one of these modern marvels, an individual must bear a deep scar upon their heart. The pilots you'll create in this section shall, although the wounds of their past have yet to heal, look to the future and face the challenges that lie ahead.

The GM will also create a character who will take part in the session alongside you, acting as the PCs' commanding officer. Going forward, please address the Game Master as "CO."

As you play Convictor Drive, you'll face tough decisions. If you're ever not sure what to do, try to picture yourself as an actual DRIVE employee; use that to envision what you would do in that particular instance, in that role, within the game's world.

MAKING CHARACTERS

Please make copies of the blank character sheet located in the Appendix (or on our website under the Resources tab) for everyone to fill out with their PC's info.

02. CHARACTERS, STEP BY STEP

There are two things that go into making a PC in Convictor Drive:

- Coming up with the pilot's personal dossier.
- Building their customized Convictor.

A pilot's personal dossier includes basic information on what kind of person they are as well as the events in their past that caused them the psychological trauma necessary to pilot a Convictor. You'll also decide on their abilities and weaknesses as a DRIVE employee. These choices will matter the most during the Investigation Phase of the game.

Each pilot has their own Convictor, which you'll build to your liking. These will see the most use during the Climax Phase of the game.

If you don't have the time or are struggling to decide how to best outfit your frame, you're welcome to use one of the pregenerated Convictors at the back of the book.

03. CREATING A PILOT

There are two parts to creating a pilot: the flavor part, where you'll decide on your pilot's personal details, and the Job Skills, which you'll use for checks during the Investigation Phase.

Basic Information
Please write down your PC's name, age, and gender. Normally, your PC has to be at least 15 years old to be a DRIVE employee.

History
Before your PC came to work at DRIVE, what did they do? What was their life like? Take a look at the History Table on pg. 145 and RoC an option from it.

Loss
You'll have to choose the cause of the trauma that made your PC qualified to pilot a Convictor. Take a look at the Loss Table on pg. 142 and RoC an option from it.

Flashword (Secret Info)
Your PC will activate their Convictor with this command phrase. It's a word or phrase that reminds them of their trauma. The emotions this evokes allows them to use their Convictor at full power. Only you and your PC should know how their Flashword relates to their trauma. For that reason, Flashwords are considered Secret Info.

Example:
A character who went to an orchestral concert with their lover, and then lost them when terrorists attacked the concert hall, might have the Flashword "Symphony No. 3, Eroica."

Character Details
Write down some information about your PC's appearance and personality. This should be from the perspective of other people. Imagine, for instance, what the officer in charge of your PC's training might notice about them.

Tragic Circumstances
Write down a brief explanation of the loss that caused your PC to become traumatized. You should do this objectively, as if from the point of view of an observer who wasn't involved. Refer back to what you chose from the History Table and Loss Table (pg. 145) as you're writing.

As I Saw It (Secret Info)
Here, you'll go into further detail about what your PC lost, from their perspective. Write about what happened, what they were thinking, what they were feeling. Refer back to what you chose from the History Table and Loss Table as you're writing.

This information will be important when you use the power Convictor Drive (described on pg. 15). Until that time, “As I Saw It” is considered Secret Info.

FLAVOR

Flavor is that information which illustrates who your PC is and that which gives them verisimilitude. No matter what you put down here, it won't affect the mechanical side of the game, so feel free to choose anything you like.

ROC

This stands for "Roll or Choice." You can either roll dice to decide something at random, or you can directly pick an option you like. You're also welcome to reroll if you don't like what the dice came up with.

TRAUMA

Although this book describes what makes one able to pilot a Convictor as "having lost something dear to them," it's not the actual loss that’s important but rather the negative impact it had on them—the pain that they still feel and the volatile emotions they still experience as a result of that loss. This means that the loss itself need not be grievous, as long as its effects on the PC were.

For instance, a PC might have been abused or neglected almost to the point of death, or they might have lost everything after they were betrayed by a trusted confidant. It's fine to choose backgrounds like this. Do be mindful, however, that your PC's trauma may reflect or be similar to one of the player's real-life traumas and therefore could be triggering for them. Players should, at minimum, be cognizant of this before starting or joining a game of Convictor Drive.

▼ JOB SKILLS

These represent your abilities as a DRIVE employee. There are six Job Skills: Brawling, Agility, Knowledge, Negotiation, Mechatronics, and Suppression.

All of these Job Skills start at Lv. 1. When you first create your PC, you may distribute 6 additional levels among these Job Skills in any way you like. However, the maximum level you can have in any Job Skill at this time is Lv. 4.

This is what each level represents:

> **Lv1:** You're qualified, and not much more. You understand the basics, but a diligent amateur could outdo you.
>
> **Lv2:** You've taken a class or two. You're not good, but you're not bad, either. You're strictly average.
>
> **Lv3:** No one can find fault with your performance. This is the level at which you can call yourself a pro.
>
> **Lv4:** You're best-in-class among your coworkers. When you get the chance to show your stuff, you never cease to impress.
>
> **Lv5:** Your peerless experience and expertise distinguish you as a veritable master in the field.

Lv. 5 can only be reached through considerable field experience. In order to represent that they'll need to work to get there, you are forbidden from assigning your PC a Lv. 5 Job Skill at the start. Be careful not to do this.

Brawling

This is hand-to-hand combat prowess, as one might gain by studying a martial art like karate, judo, or aikido. It also includes the usage of weapons like staves. You might use this to subdue common hoodlums or disarm someone brandishing a pistol. In a broader sense, it also measures raw strength and thus relates to things like carrying ability and throwing ability.

Agility

This represents how adroitly you can move. When at a high level, you have the dexterity to gracefully leap over obstacles in your way, climb walls, or jump down from high places without issue. It also covers aptitudes like performing delicate work with your fingers, moving stealthily but quickly, and avoiding traps.

Knowledge

This covers mathematics, law, and most other scholarly pursuits. The higher your level in it, the more thorough your education is. You could use this to deduce places in which traps might be set, or to predict the trajectory of something flying through the air. When circumstances permit, your knowledge might also help you spot a contradiction in someone's words and catch them in a lie, or sift through documents for important information.

Negotiation

This is how good you are at communicating with words in general and also your prowess at knowing how not to upset people. At a high level, you can win people's trust easily, get them to do things for you, and be sure that they've understood

JOB SKILLS

The possible uses for each Job Skill that are written down here are merely examples. You and your GM can include other things under their purview as you see fit. You can think of the following domains as those that your PC was evaluated on during their training.

you. You can also sometimes sense from people's expressions and reactions whether they're uncertain of themselves, lying to you, or emotional in other ways.

This skill also represents your ability in such matters as dressing sharply and looking good, since those are also key to earning others' trust.

Mechatronics
This skill describes one's ability with exoframes and other mechatronic technology. A high level in it confers familiarity with a wide variety of gadgets—how they work, how to use them, and how to keep them in working order. It might also let you disarm traps or hack computers when the situation allows for it.

Suppression

This is the skill of fighting multiple people. One might say it's your main skill as a private security specialist. It includes marksmanship and taking captives. With this skill, you can confront unruly individuals, confiscate weapons they might be carrying, and keep them preoccupied and unable to hurt anyone. You possess an understanding of strategies that might be used by terrorists and the like and can predict what actions they might take. This also measures how skilled a tactician you are.

Suppression differs from Brawling in that, while you can take on groups of people, you'll need to have both the right gear and a battlefield that favors doing so.

Example:
If, for your newly made PC, you want to assign 2 levels to Brawling, 1 level to Agility, and 3 levels to Negotiation, do it as illustrated below.

Brawling	**Lv1**	**Lv2**	**Lv3**	Lv4
Agility	**Lv1**	**Lv2**	Lv3	Lv4
Knowledge	**Lv1**	Lv2	Lv3	Lv4
Negotiation	**Lv1**	**Lv2**	**Lv3**	**Lv4**
Mechatronics	**Lv1**	Lv2	Lv3	Lv4
Suppression	**Lv1**	Lv2	Lv3	Lv4

04. CREATING A CONVICTOR

▼ WHAT'S A CONVICTOR?

Convictors are custom-built, high-powered exoframes that the PCs will use in their capacity as Drive employees. Mass-market exoframes are relatively cheap and a common sight throughout the Yokohama Zone. Unlike these less powerful civilian-grade machines, Convictors aren't powered by batteries but by a special framework of nanomachines called the RING system. RING responds to the turbulent emotions born of your PC's trauma by producing energy.

For further information on RING, see section “3.2 The RING System” on pg. 78.

Driving a Convictor

Convictors operate primarily in three modes: Safe Mode, Standby Mode, and

HIGH-END

High-end Convictors are the most advanced exoframes available.

CUSTOM

Each Convictor is specially tailored to its pilot's wants and needs.

INNER SUITS

Lightweight bodysuits that reinforce the wearers' strength slightly, erasing differences in physical power that might arise from their age, gender, or physique.

Active Mode. When their full power isn't needed, their inner suits can be worn beneath one's clothes; however, should danger arise, the remaining parts equip themselves from their portable carrying case to the wearer.

Safe Mode

This is the most basic operation mode of a Convictor. In it, the Convictor is just an inner suit worn under the pilot's clothes. If an individual wears a special uniform atop the inner suit that can be removed swiftly, activating Standby Mode is nigh-instantaneous.

Standby Mode

A Convictor is only partially active in Standby Mode. In terms of raw ability, Standby Mode is significantly weaker than Active Mode, but a Convictor in Standby Mode can still handily outperform the average mass-market exoframe. It's well suited to daily peacekeeping work, such as stopping brawls and rounding up unruly individuals, and can be activated at its pilot's discretion (no authorization is needed). As a player, you'll typically use this mode when your PC is making checks during the Investigation Phase (see pg. 49).

Active Mode

Active Mode is when a Convictor unleashes its full power. Because this mode requires significant energy output, a Flashword is needed to redline the PC's emotional state in order to fully activate their Convictor's RING system. In normal circumstances, PCs are forbidden from entering Active Mode without their CO's authorization. A Convictor in Active Mode is capable of incredible feats such as zooming off in any direction regardless of obstacles or taking down enemies as if one were in the heaviest of combat exoframes. As a player, you'll typically use this mode in battle, during the Climax Phase (see pg. 55).

Convictor Drive

This function causes a Convictor to exceed its safety limits, making it capable of putting out incredible power for a short time. It's forbidden to use it in normal circumstances because of the risks, but the inventor of the Convictors, Kusuto Aitani, made them capable of it anyway. His words were, "When you're looking death in the eye, such things don't matter."

For the Convictor to be capable of this kind of power, you need to be in even more of a heightened emotional state than when operating in Active Mode. Thus, when using Convictor Drive, you'll confront your trauma directly and relive the memories of it.

During gameplay, this ability serves as your final and most powerful attack.

▼ CUSTOMIZING YOUR CONVICTOR

You'll follow these three steps to build your PC's Convictor:

1. Choose a model.
2. Choose parts.
3. Choose weapons.

1. Choose a Model

Convictors are broadly divided into four types, or models as they're often called. These four models are: Adept, Strength, Shooter, and Runner. The characteristics of these models are described starting on pg. 14. Choose the model that you want your PC to pilot.

FORBIDDEN

This isn't just about control. Without their CO providing support, your PC won't be able to use Active Mode properly, even for as simple a task as moving around.

TIME LIMITS

Safe Mode can be used for, effectively, an unlimited amount of time, whereas Standby Mode and Active Mode are time-limited. Pilots can only operate in Standby Mode for a total of four hours before rest and recuperation are needed, while Active Mode can only be used for a total of 30 minutes.

CONFRONTING YOUR TRAUMA

When you use Convictor Drive, that's when you'll finally reveal the "As I Saw It" text you came up with while creating your pilot.

2. Choose Parts

Convictors have four parts slots: Head, Body, Arms, and Legs. You may choose from the α (Alpha), β (Beta), or γ (Gamma) types for each of these slots, allowing you to mix and match types. For example, you might choose a type α Head, type γ Body, type β Arms, and type α Legs. Be aware that some of these parts will influence the specs of your Convictor, such as their MAT armor, ENG armor, or Reserves.

3. Choose Weapons

Finally, you'll choose the weapons that your PC will use in combat. They'll need to obey the following restrictions:

- All your carried weapons must have a total of 4 or less Load.
- You cannot carry nor use weapons belonging to a different model.
- You cannot carry more than one copy of the same weapon.
- You must choose at least 1 weapon that does not have the "Support" prefix.

Once you've done that, you've finished building your PC's Convictor.

05. CONVICTOR STATS

Below are some terms related to Convictors during gameplay that you'll need to know.

HP

All Convictor models have 7 HP by default. This measures the condition of the Convictor's armor. If it drops to 0 or below, the Convictor will no longer be combat-capable, and its pilot will be forced to retreat from battle. When a Convictor's HP drops to 0 or below, it does not necessarily mean the pilot has been killed; however, negative HP values may have repercussions for the pilot.

MAT

This is short for Material and represents physical force. Attacks with conventional bullets or a bladed weapon deal MAT damage. These attacks derive their power from qualities like their sharpness and weight.

WEAPON STATS

As you may notice, some models have weapons that are very similar to each other, such as the Adept and Shooter's Twin High-Caliber Handguns. Despite this, those weapons don't necessarily have the same statistics. This is not an error in the text of this book; it represents a functional difference in the weapon when equipped on the model in question.

OTHER WEAPONS

According to the rules, you fundamentally cannot use weapons besides the ones you chose for your PC's Convictor. However, if you want to do something like take up the weapon of a fallen comrade in one last desperate attempt to avenge them, that's pretty epic, so GMs are encouraged to allow such things. Just make sure you don't abuse this privilege as a player.

NEGATIVE HP

If the HP of a Convictor drops into the negatives, it may result in injuries to the pilot. For more information on this, see pg. 62.

For armor, MAT means the ability to resist physical damage. The higher a Convictor's MAT armor is, the more capable it is of reducing or negating damage from MAT sources. Armor of this type is generally cheap, as it doesn't require advanced technology.

Thus, MAT is an element possessed by attacks and by armor. When something makes a MAT attack, MAT armor reduces its damage. You can outfit yourself to make powerful attacks of this type pretty easily, but whether they'll get through your target's armor is another story.

ENG

This is short for Energy and represents just that. Beam weapons and electromagnetic pulses are attacks of this type, but certain kinds of blades and firearms also deal energy damage. Armor to protect against this kind of damage is high-tech and not easy to procure.

Thus, ENG is an element possessed by attacks and by armor. Most enemies are lightly armored against ENG attacks, but the weapons that inflict ENG damage are expensive and often suffer from having short range. There are also other, more unusual situations that inflict ENG damage, so keep that in mind.

Reserves

This number measures the energy that's necessary for a Convictor to move and act. If it's high, the Convictor is efficient and can cover substantial distances in one go. Reserves are used for movement, but they're also consumed by attacks and other abilities. Armor draws upon Reserves as well, so the heavier a piece of armor is, the lower Reserves it will have.

Thus, Reserves represent your ability to take actions. A Convictor with high Reserves will be able to move, attack, and act more often. In other words, the more armor you have, the fewer Reserves you have, and vice versa.

Cost

Cost indicates how many of your Reserves an action consumes. In gameplay terms, you'll need to pay that specific number out of your Reserves to use the action.

For example, if an attack action has a cost of 3, you'll later need to lower your Reserves by 3. You pay the cumulative Cost of the actions you took at the end of your turn.

MAT AND ENG

Think of MAT and ENG as what other games might call "physical damage" and "magical damage" respectively. Like traditional magical attacks in other games, ENG attacks cost more but also deal more damage.

CUMULATIVE COST

While you technically pay Cost at the end of your turn, it's perfectly fine to pay it right after you use each action so that you can keep track more easily.

ADEPT
M.Nitta
014

CONVICTOR DATA

01. ADEPT

" NO ONE ELSE IS GETTING HURT ON MY WATCH! I'LL PROTECT THEM ALL! "

▼ THE ADEPT IN STANDBY MODE

Adept-model Convictors are most densely armored around their fists, legs, and joints, reinforcing their physical capabilities across the whole body.

In Standby Mode, they have enough endurance and strength to take on the average illegally modded exoframe and win. However, the Convictor can't do this alone. It will lend them the necessary strength, but the pilot themselves needs to be a skilled fighter, and they should not leap into any battle expecting their Adept to win the fight for them.

In addition to their physical prowess, Adept models have good mobility. They're reasonably agile in open areas and can keep pace with cars and other vehicles without issue. The Runner models are, of course, far defter than Adepts at complex maneuvering.

The Adept's information-processing capacity depends largely on its equipped parts. Pilots who anticipate the need to crunch numbers should select specialty head parts. They may also be able to cleverly repurpose combat algorithms for use on other data; for example, a projectile trajectory calculator can just as easily predict the impact point of a falling object.

Adept armor fits into a medium-sized briefcase or any container of similar volume. When it comes to their weapons, Adept-compatible handguns can be stored in the same case or in a holster. Their bladed weapons come apart into the blade and the hilt, both of which must be stored separately.

In Standby Mode, Adept-compatible firearms fire nonlethal rubber bullets, and their melee weapons can only have blunted blades mounted. Pilots are allowed to use these nonlethal weapons as they see fit. (In Active Mode, these weapons automatically switch to using live ammo and razor-sharp blades.)

In short, the Adept model doesn't come up short in its offensive, defensive, or mechatronic abilities. It's a versatile exoframe well suited to supporting allies in the field, or getting things done on its own.

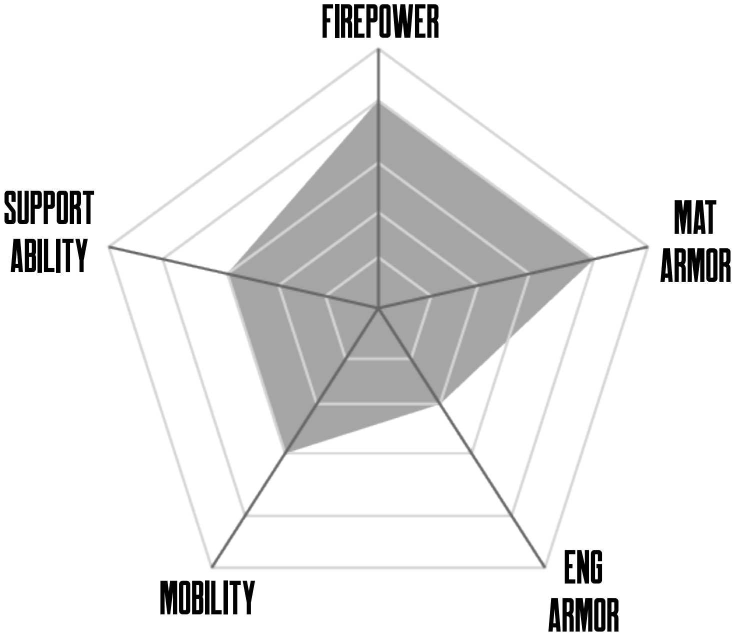
THE ADEPT IN ACTIVE MODE

In strategic terms, the strength of Adept-model Convictors is their versatility. Whether in close combat or firing at a distance, they can keep the pressure on their enemies. They also have solid armor, making them at home in the thick of battle.

Their maneuverability depends, to a degree, on their equipped parts, and so, if an Adept pilot wants to use hit-and-run tactics, they should customize their Convictor accordingly.

The flexible character of Adepts makes them particularly well suited to handle enemies who lack combat diversity. However, they're difficult to armor against energy damage. When taking on foes outfitted with these kinds of weapons, they should use caution and stay out of the direct line of fire when possible.

Adepts are the Convictor model that are the easiest to use. However, their all-rounder design leaves them without a specialty, and therefore they can struggle against enemies and circumstances that test the limits of what a Convictor can do. When these situations arise, their pilots should be prepared to rely on those companions of theirs who have more specialized exoframes.



HEAD PARTS / ADEPT

α	Enhanced Computer	Offense ◇	MAT Armor	1	ENG Armor	0	Reserves	3
Type	Active	Cost	1	Target	User's Attack Dice	Timing	After Attack Roll	
Skill	Add +4 to one die of your choice.							
A computing subsystem that diverts power in order to transcend the frame's limits. This lets pilots anticipate their targets' movements or compensate for lacking sensor data.								

β	Trajectory Predictor	Defense ◎	MAT Armor	1	ENG Armor	1	Reserves	3
Type	Active	Cost	1	Target	Dice of Attack vs. User	Timing	After Attack Roll	
Skill	Negate 1 die of your choice.							
A device to anticipate enemy movements and simulate the future. Sometimes, this can mean the difference between a deadly blow and a mere scratch.								

γ	Support Scheduler	Offense ◇	MAT Armor	0	ENG Armor	1	Reserves	4
Type	Active	Cost	1	Target	1 Allied PC in User's Sq.	Timing	After Attack Roll	
Skill	The target may reroll 1 attack die of their choice.							
A system that assists an ally's Convictor, performing its own computations in parallel to: analyze the combat situation from the user's vantage point, and then advise them of the optimal course of action.								

BODY PARTS / ADEPT

α	Reinforced Armor	Defense ◎	MAT Armor	3	ENG Armor	1	Reserves	3
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	Your Maximum HP increases by +1.							
A third layer of body armor added atop the Adept's standard two layers, carefully engineered to have minimal impact on balance and maneuverability.								

β	Aero Unit W	Mechatronic ⊿	MAT Armor	3	ENG Armor	1	Reserves	4
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	You can enter the High Sky Area without falling. When you move from your current square into a lower Area, the cost of the movement becomes 0.							
Airfoil wings mounted to the Convictor's back. With enough altitude, a Convictor can glide anywhere without expending resources to move.								

γ	Anti-Energy Armor	Defense ◎	MAT Armor	2	ENG Armor	2	Reserves	3
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	Decrease ENG damage taken by 1.							
Armor customized to resist energy. It's built to dissipate heat, allowing it to reduce damage from high-energy sources.								

ARM PARTS / ADEPT

α	Energy Transformer	Offense ◇	MAT Armor	1	ENG Armor	2	Reserves	3
Type	Active	Cost	2	Target	User's Attack Dice	Timing	After Attack Roll	
Skill	Designate 3 rolled dice of your choice; these dice do ENG damage.							
Energy amplifiers mount into the Convictor's arms, allowing pilots to channel energy into their blades and bullets, and superheat them.								

β	Arm Anchor	Mechatronic ⊿	MAT Armor	1	ENG Armor	1	Reserves	3
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	When you move to the Midair Area, the cost of the movement becomes 0.							
A grappling hook device that's fired from the arm and attaches to a structure before reeling the Convictor in.								

γ	Buckler	Defense ◎	MAT Armor	2	ENG Armor	0	Reserves	3
Type	Active	Cost	1	Target	Dice of Attack vs. User	Timing	After Attack Roll	
Skill	Subtract -3 from two dice of your choice. (The enemy making the attack must be in the same square as you.)							
A hand-shield of sorts that can block attacks from enemies. Equipped with proximity sensors, it automatically intercepts close-range attacks but does not work against distant ones.								

LEG PARTS / ADEPT

α	Battle Stance	Offense ◇	MAT Armor	2	ENG Armor	0	Reserves	2
Type	Active	Cost	2	Target	User's Attack Dice	Timing	Before Roll	
Skill	Add +1D to your attacks this turn.							
Leg systems that are customized to maintain optimal posture in combat. The improved footwork derived from this stance grants more aggressive maneuvering and an increase in firepower as a result of the energy conserved from it.								

β	Mobility Supports	Mechatronic ⊿	MAT Armor	1	ENG Armor	1	Reserves	3
Type	Passive	Cost	-	Target	User's Costs	Timing	-	
Skill	During turns in which you make an attack, your movement cost decreases by -2.							
Leg parts that store the momentum of the pilot's attacks, allowing them to switch fluidly between offense and movement.								

γ	Leg Shields	Defense ◎	MAT Armor	1	ENG Armor	2	Reserves	2
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	Decrease MAT damage taken by 1.							
Leg-mounted shields that provide enhanced protection from incoming MAT attacks.								

ADEPT WEAPON TABLE

<table>
<tr><th rowspan="2">BLD-000 –
CQC Kinetic Blade</th><th>Type</th><th>Element</th><th>Load</th><th>Range</th><th>Attack Cost</th><th>Attack Dice</th><th>Timing</th></tr>
<tr><td>Melee</td><td>MAT</td><td>2</td><td>0</td><td>3</td><td>4D</td><td>-</td></tr>
<tr><td>Skill</td><td colspan="7">None.</td></tr>
<tr><td colspan="8">A traditional blade created in cooperation with Japanese swordsmiths who support DRIVE in their aims. Its resilience and sharpness have few equals, and it's optimized with the Adept model's mobility and strength in mind. A single, solid strike from it will rend armor in two.</td></tr>
</table>

<table>
<tr><th rowspan="2">BLD-001 –
CQC Thermal Blade</th><th>Type</th><th>Element</th><th>Load</th><th>Range</th><th>Attack Cost</th><th>Attack Dice</th><th>Timing</th></tr>
<tr><td>Melee</td><td>ENG</td><td>2</td><td>0</td><td>3</td><td>3D</td><td>-</td></tr>
<tr><td>Skill</td><td colspan="7">None.</td></tr>
<tr><td colspan="8">A high-tech melee weapon developed jointly with TRDI. The edge of the blade channels a pilot's RING energy, allowing it to reach high temperatures and melt foes' chassis with thermal energy.</td></tr>
</table>

<table>
<tr><th rowspan="2">SG-001 –
Twin Long-Range Handguns</th><th>Type</th><th>Element</th><th>Load</th><th>Range</th><th>Attack Cost</th><th>Attack Dice</th><th>Timing</th></tr>
<tr><td>Ranged</td><td>MAT</td><td>2</td><td>0 - 1</td><td>3</td><td>3D</td><td>Before Attack Roll</td></tr>
<tr><td>Skill</td><td colspan="7">When attacking an enemy in the same square as you, you may reroll 1 attack die of your choice.</td></tr>
<tr><td colspan="8">A weapon developed jointly with TRDI, these twin handguns can fire .50-cal bullets at full auto to suppress their target. They’re more accurate at close range and include thigh-mounted ammo storage and reloading systems so that they can be reloaded with one hand.</td></tr>
</table>

<table>
<tr><th rowspan="2">SG-003 –
Arm-Mounted Energy Cannon</th><th>Type</th><th>Element</th><th>Load</th><th>Range</th><th>Attack Cost</th><th>Attack Dice</th><th>Timing</th></tr>
<tr><td>Ranged</td><td>ENG</td><td>2</td><td>0 - 1</td><td>4</td><td>4D</td><td>Before Attack Roll</td></tr>
<tr><td>Skill</td><td colspan="7">You may pay 1 additional Cost to add +1D to your attacks this turn. You may only do this once per turn.</td></tr>
<tr><td colspan="8">A cannon that fires powerful energy blasts from the aperture on a Convictor's palm. To achieve the requisite energy efficiency, it was necessary to build it into the Convictor suit itself.</td></tr>
</table>

<table>
<tr><th rowspan="2">Support –
Extra Battery II</th><th>Type</th><th>Element</th><th>Load</th><th>Range</th><th>Attack Cost</th><th>Attack Dice</th><th>Timing</th></tr>
<tr><td>Support</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td>Any</td></tr>
<tr><td>Skill</td><td colspan="7">This battery stores 2 Reserves of its own, which you may use to pay for any action that is not one of your attacks. During each use, you may choose to expend only part of these Reserves. The battery recharges to full capacity at the beginning of each cycle.</td></tr>
<tr><td colspan="8">A battery mounted to a Convictor's exterior. It can supply electricity as a substitute for a pilot's own bioenergy.</td></tr>
</table>

<table>
<tr><th rowspan="2">Support –
Spider Mine</th><th>Type</th><th>Element</th><th>Load</th><th>Range</th><th>Attack Cost</th><th>Attack Dice</th><th>Timing</th></tr>
<tr><td>Ranged</td><td>ENG</td><td>1</td><td>0</td><td>2</td><td>2D</td><td>-</td></tr>
<tr><td>Skill</td><td colspan="7">This mine does a maximum of 1 damage. When it does damage, the target cannot move for the remainder of this cycle.</td></tr>
<tr><td colspan="8">A spherical object that can be thrown. When it shatters against its target, it covers them in a viscous liquid, trapping them in place. It’s effectively high-tech birdlime.</td></tr>
</table>

CONVICTOR DRIVE / ADEPT

The Adept's Convictor Drive ability interrupts any action currently taking place. You may move up to 2 squares. You may then make an attack at a cost of 0. This attack has a Critical Value of 7, and you gain +4D to its attack dice. After rolling your attack dice, you may change the value of one die of your choice to 10.

If any number of PCs have retreated from battle, for each PC who has retreated, you may at this same time change the value of one die of your choice to 11.

SAMPLE BUILD / ADEPT

Name			Type	MAT Armor	ENG Armor	Reserves
Head	α	Enhanced Computer	Offense ◇	1	0	3
Body	γ	Anti-Energy Armor	Defense ◎	2	2	3
Arm	β	Arm Anchor	Mechatronic ⊿	2	1	3
Leg	γ	Leg Shields	Defense ◎	1	2	2
HP	7		**Total Stats**	6	5	11

Equipped Weapon	Element	Attack Dice	Attack Cost	Load
BLD-001 – CQC Thermal Blade	ENG	3D	3	2
SG-001 – Twin Long-Range Handguns	MAT	3D	3	2

PLAYING THE ADEPT'S SAMPLE BUILD

With offense, defense, and mobility all available to you, one might say that your specialty is enduring whatever may come.

Your Arm Anchor lets you move for free in the Midair Area, so you can close the distance quickly on any threats present there and then ambush them.

You have both MAT and ENG weapons at your disposal and can target your enemy's weak points. Your Enhanced Computer can further increase your damage. Consider finishing off enemies that your fellow PCs have already damaged.

You also have a substantial amount of MAT and ENG armor and have parts equipped that let you reduce damage from both types of attacks. You won't need a Strength model to defend you.

However, this defensive build means your Reserves aren't very high. You'll need to be careful not to spend them all on moving around.

If your allies have fallen, you can avenge them with your Convictor Drive in a glorious last stand.

DRIVE
DRIVE
STRENGTH

02. STRENGTH

" I'LL DO MY BEST… TO KEEP YOU SAFE… "

▼ THE STRENGTH IN STANDBY MODE

When in Standby Mode, Strength-model Convictors can mount two layers of armor on their arms and one layer of armor on the rest of their body. (Other Convictor models can only mount two layers of armor while in Active Mode.) This means their pilots have nothing to fear when it comes to ordinary weaponry being wielded against them.

The Strength's arms are the strongest of any Convictor's and can do things like lift rubble that would normally require heavy machinery. This power comes at the cost of their mobility, however, with their speed essentially being no different from that of a human on foot (though it is good to note that they can run faster than industrial exoframes—which normally move at walking speed—and they can also jump.)

Most of a Strength model's energy is used by its armor, and they're markedly inferior at data processing when compared to other models. With the proper parts, though, they can still do things such as jamming.

The absolute smallest container the Strength model can fit into is a suitcase. More commonly, they're stored in trolley cases, allowing them space to store their collapsible weapons as well.

Strength-model Convictors specialize in shielding their allies with their robust defensive capabilities and are an indispensable part of any battle strategy.

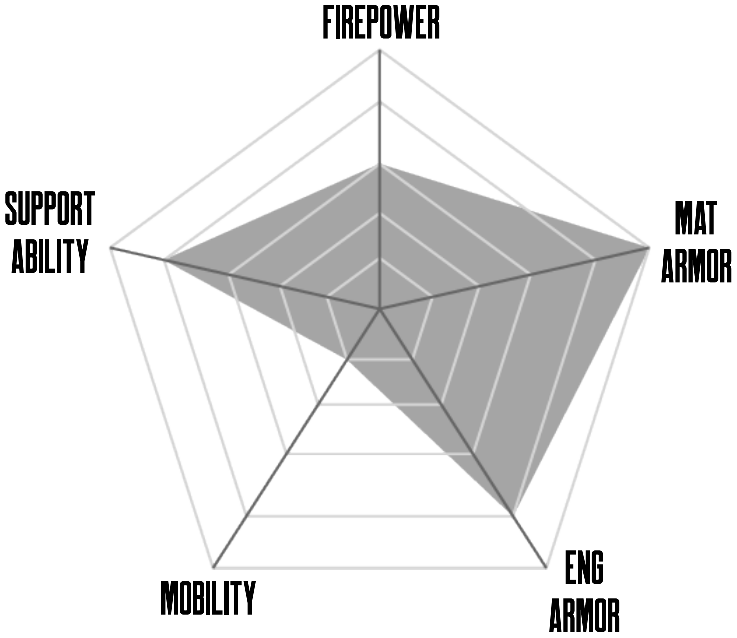
Addendum:
Convictors are typically issued to pilots on the basis of which model their RING energy has the highest affinity with, and not because of things like gender, physique, or the like; in fact, often times it's petite women who are the ones best suited to pilot the hulking Strength-model Convictors.

▼ THE STRENGTH IN ACTIVE MODE

Strength models have the toughest armor of any Convictor. They can wield heavy weaponry to obliterate their foes or focus on defending fellow Convictors and VIPs (or just anyone, or anything, that needs protecting).

Their armor and firepower come at the cost of their mobility. As their defenses require considerable energy, Strength models are also less efficient at using their Reserves than other Convictors. (They can, however, equip extra batteries to compensate for this weakness, should their pilots wish to.)

Despite the Strength's shortcomings, if other Convictors in the fight don't have a good way of mitigating incoming damage, they'll be thankful that a Strength was there with them.



HEAD PARTS / STRENGTH

α	Output Stabilizer	Offense ◇	MAT Armor	2	ENG Armor	1	Reserves	3
Type	Active	Cost	1	Target	User's Attack Dice	Timing	Before Attack Roll	
Skill	Add +2D to your attack.							
A system that intelligently disables the user's movement limiters when they're committing to an attack to allow them greater power.								

β	C.I.W.S.	Defense ◎	MAT Armor	1	ENG Armor	2	Reserves	2
Type	Active	Cost	2	Target	Dice of Attack vs. User	Timing	Before Attack Roll	
Skill	Subtract -3D from the enemy's attack. (The enemy making the attack must be within range 1 of you, and it must be a ranged attack.)							
The Close In Weapon System is a Gatling gun mounted to the Convictor's head. Using special ammunition stored in the shoulder armor of the pilot's Convictor, it counters enemy shots with suppressive fire, severely limiting the effectiveness of the enemy's barrage.								

γ	Hate Cover	Defense ◎	MAT Armor	1	ENG Armor	2	Reserves	2
Type	Active	Cost	1	Target	Attack vs. Ally	Timing	When Choosing Targets	
Skill	Roll 2D. If the sum of those dice is equal to or higher than the ENG armor of the enemy making the attack, they must target you with the attack instead. (The original target must be within range 1 of you.)							
By jamming the enemy's processors, the pilot can elevate themselves to an emergency-level threat and force the enemy to target them as the highest priority.								

BODY PARTS / STRENGTH

α	Four-Layer Armor	Defense ◎	MAT Armor	4	ENG Armor	3	Reserves	2
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	Your Maximum HP increases by +1.							
The Strength model can mount an extraordinary four layers of armor to its body, a contrast to the three-layer maximum of all other models.								

β	Remote Disturber	Defense ◎	MAT Armor	3	ENG Armor	2	Reserves	3
Type	Active	Cost	2	Target	Attack vs. Ally	Timing	Before Attack Roll	
Skill	Subtract -3D from the enemy's attack. (The target of the attack must be within range 1 of you.)							
A shield mounted to the Convictor's body that can be remote-controlled. By firing it near an ally in response to an enemy's movements, the pilot can guard the ally from the brunt of the attack.								

γ	Cover System	Defense ◎	MAT Armor	4	ENG Armor	1	Reserves	3
Type	Active	Cost	1	Target	Attack vs. Ally	Timing	Before Attack Roll	
Skill	Choose up to 4 of the attack dice. These dice do damage to you, using your own armor, as if they had been part of an attack made against you. (The target of the attack must be in the same square as you.)							
The Convictor is equipped with sensors, allowing it to automatically guard other nearby Convictors with its own body.								

ARM PARTS / STRENGTH

α Boost Elbow	Offense ◇	MAT Armor	1	ENG Armor	2	Reserves	2
Type	Active	Cost	1	Target	User's Attack Dice	Timing	Before Attack Roll
Skill	Add +2D to your attack.						
A jet booster mounted in the elbow, allowing pilots to increase the potency of their attacks. Simple, yet highly effective.							

β Shield Unit	Defense ◎	MAT Armor	2	ENG Armor	2	Reserves	2
Type	Passive	Cost	-	Target	Dice of Attack vs. User	Timing	Before Attack Roll
Skill	You may subtract -1D from attacks made against you.						
A giant shield mounted to the Convictor's arm; an invention as old as civilization itself, yet the millennia have not diminished the effectiveness of its ability to guard against incoming attacks.							

γ Wall Hold	Mechatronic ⊿	MAT Armor	2	ENG Armor	1	Reserves	3
Type	Active	Cost	1	Target	Enemy in User's Square	Timing	When Enemy Moves
Skill	You may use this skill when an enemy in the same square as you tries to move; this movement is negated and their movement ends. (See also pg. 65.)						
Fists with reinforced grip strength that allows Convictors to grab an enemy and hold them where they are.							

LEG PARTS / STRENGTH

α Hover Unit	Mechatronic ⊿	MAT Armor	2	ENG Armor	1	Reserves	2
Type	Passive	Cost	-	Target	-	Timing	-
Skill	When you move from the Ground Area into the Ground Area, the cost of the movement becomes 0.						
Your legs use jet propulsion to make your movements more efficient. However, their energy demand increases steeply with altitude, making them not particularly useful except on the ground.							

β Energy Leg Shields	Defense ◎	MAT Armor	1	ENG Armor	2	Reserves	2
Type	Passive	Cost	-	Target	User's Costs	Timing	-
Skill	Decrease ENG damage taken by 1.						
Leg-mounted shields that provide enhanced protection from incoming ENG attacks.							

γ Emergency Booster	Mechatronic ⊿	MAT Armor	1	ENG Armor	2	Reserves	2
Type	Active	Cost	-	Target	-	Timing	-
Skill	You may use this skill once per cycle, at any time prior to the attack roll on a turn that is not your own. Move 1 square. The cost of this movement is 0.						
Leg-mounted jets capable of boosting with 360-degree freedom. Due to the Strength's bulk, the boost provided by these only allows for short-distance travel each time they are activated.							

STRENGTH WEAPON TABLE

BLD-100 – CQC Kinetic Greatsword	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Melee	MAT	3	0	2	3D	-
Skill	Your attacks with this weapon may target up to 2 enemies in the same square as you.						
A gigantic yet collapsible blade. When extended, it's larger than the Strength Convictor itself. It can mow down multiple targets with a single swipe.							

BLD-101 – CQC Kinetic Battle Axe	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Melee	MAT	3	0	3	5D	-
Skill	None.						
An axe as tall as the Strength is. It's a simple weapon, and yet those opposite of it face down their own mortality.							

GRP-100 – CQC Grappling Arms	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Melee	MAT	2	0	2	3D	Before Attack Roll
Skill	You may pay 1 additional Cost. If you do so, when enemies are damaged by this weapon, they cannot move for the remainder of the cycle.						
By covering the Strength's arms in a special alloy designed for brawling, they can smash enemies into the ground and stop them from going anywhere.							

RMN-111 – Pilebunker Prototype	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Ranged	ENG	1	0	3	2D	After Attack Roll
Skill	Add +2D attack dice showing the same result as the 2D attack dice rolled by this weapon, for 4D in total. Even if this weapon's attack dice were increased, duplicate only the base 2D. (See pg. 65.)						
A weapon inspired by a pilebunker machine designed to drive posts for civil engineering projects. It uses RING energy to fire a large metal stake into enemies at point-blank range.							

Support – Extra Battery II	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Support	-	1	-	-	-	Any
Skill	This battery stores 2 Reserves of its own, which you may use to pay for any action that is not one of your attacks. During each use, you may choose to expend only part of these Reserves. The battery recharges to full capacity at the beginning of each cycle.						
A battery mounted to a Convictor's exterior. It can supply electricity as a substitute for a pilot's own bioenergy.							

Support – Extra Battery III	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Support	-	2	-	-	-	Any
Skill	This battery stores 3 Reserves of its own, which you may use to pay for any action that is not one of your attacks. During each use, you may choose to expend only part of these Reserves. The battery recharges to full capacity at the beginning of each cycle.						
A battery mounted to a Convictor's exterior. It can supply electricity as a substitute for a pilot's own bioenergy. This heavier battery pack can store correspondingly more electricity.							

▼ CONVICTOR DRIVE / STRENGTH

The Strength's Convictor Drive ability interrupts any action currently taking place. You may move up to 1 square. You may then make an attack at a cost of 0. You gain +6D to this attack's attack dice.

▼ SAMPLE BUILD / STRENGTH

Name			Type	MAT Armor	ENG Armor	Reserves
Head	β	C.I.W.S.	Defense ◎	1	2	2
Body	γ	Cover System	Defense ◎	4	1	3
Arm	α	Boost Elbow	Offense ◇	1	2	2
Leg	γ	Emergency Booster	Mechatronic ⊿	1	1	3
HP	7		**Total Stats**	7	6	10

Equipped Weapon	Element	Attack Dice	Attack Cost	Load
GRP-100 – CQC Grappling Arms	MAT	3D	2	2
Support – Extra Battery III	-	-	-	2

▼ PLAYING THE STRENGTH'S SAMPLE BUILD

You can throw a mean punch, but your main role is to support your allies. Look for enemies that make ranged ENG energy attacks, and then get in their faces and use your Boost Elbow to give them a wallop while also keeping them right where you want them.

Even when you use your Cover System to intercept blows that target nearby friends, if they're ranged attacks, your CIWS will decrease the damage they do. If you're not quite in the right place, use your Emergency Booster; this will allow you to cover allies in a wide area.

You have low Reserves, so make full use of your Extra Battery III to pay Costs. Remember that most of your skills need to be paid for, so be sure you keep enough Reserves on hand for CIWS, Cover System, and Emergency Booster; you'll need them to handle whatever the enemy throws at you.

You have high MAT and ENG armor, but you're not an impervious wall, so don't get too brazen. Take hits for your friends, then use your Convictor Drive in a glorious last stand, leaving the rest to them.

SHOOTER

03. SHOOTER

" YOU SEE, BUDDY, IT'S MY JOB TO
FIGHT FOR WHAT'S RIGHT. "

▼ THE SHOOTER IN STANDBY MODE

Most head and arm parts available to Shooter models serve to increase their analytical capabilities and precision. Thus, in Standby Mode, Shooter-type Convictors excel in these domains well beyond what their counterpart models are capable of. They can interface with most computers and electronics, and their processing power makes them well-suited for disarming bombs and similar electric or mechanical hindrances.

Of course, they’re also peerless at long-range sniping. There's nothing like a bullet from nowhere to intimidate and subdue a foe.

Conversely, when it comes to brute strength, they're lacking compared to other Convictors. They possess only the minimum of muscle necessary to transport and wield heavy weapons, so pilots of these models shouldn't count on their strength to get them through a battle. (This is relative to other Convictors as Shooter-type Convictors can, naturally, still overpower the average exoframe with ease.)

Shooters, particularly ones with little armor mounted, have robust three-dimensional mobility. They're designed to be able to leap up onto rooftops and, with their processing power, quickly find the perfect spot to get a bead on their targets from above.

Like the Adept model, the Shooter fits comfortably inside a briefcase, though there's some variation to the exact size depending on the pilot's chosen parts. In Standby Mode, the Shooter's weapons use nonlethal rubber bullets; however, their high velocity and large caliber nature still pack a sometimes undesirable punch, to the point that some pilots opt to fire electrified taser bullets instead.

The Shooter operates best at a distance, making long-range attacks and analyzing the battlefield. (Though it should be noted that cunning Shooter pilots can still hold their own in confined spaces.)

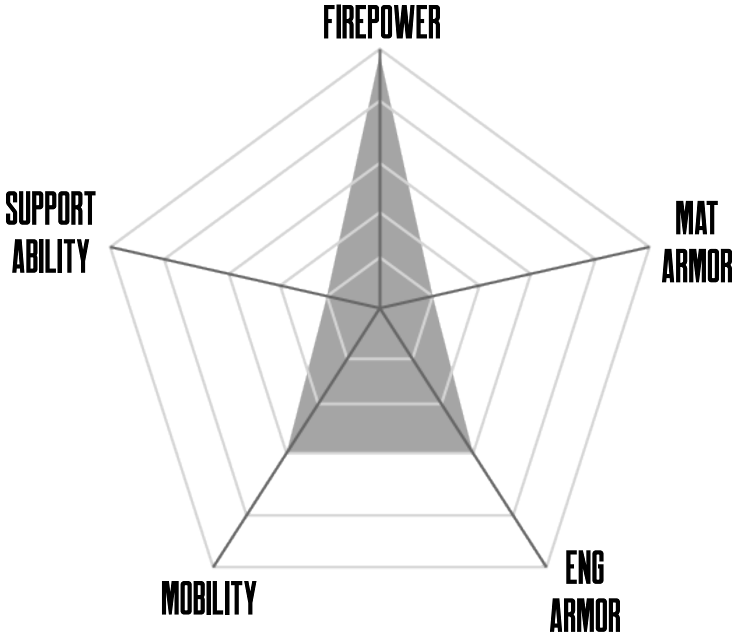
▼ THE SHOOTER IN ACTIVE MODE

As one would expect, the Shooter specializes in long-range attacks. Compared to other Convictors, its processing power makes it capable of identifying priority targets and landing precise shots upon even the most chaotic of battlefields.

This versatile Convictor model can serve many roles. One Shooter might use an anti-materiel rifle to take foes out with a single shot; another, built for mobility, might ambush the enemy from where they least expect.

The Shooter's powerful CPU uses a considerable amount of the pilot's energy. They generally can't spare more to mount heavy armor, and wielding energy weapons as one's primary firearm is not recommended. They'll need support from allies in these regards.

Despite their shortcomings, no other Convictor can rival the Shooter's raw firepower. They can subdue the average target faster and better than anyone else.



HEAD PARTS / SHOOTER

α	Spot Sight	Offense ◇	MAT Armor	0	ENG Armor	1	Reserves	4
Type	Active	Cost	2	Target	User's Attack Dice	Timing	After Attack Roll	
Skill	Add +6 to one die of your choice.							
A special visor with an integrated targeting system. By channeling energy to it, pilots can perform precise simulations and fire at even the most nimble enemies with pinpoint accuracy.								

β	Heating Act	Offense ◇	MAT Armor	1	ENG Armor	0	Reserves	2
Type	Active	Cost	2	Target	User's Attack Dice	Timing	After Attack Roll	
Skill	Add +2D to your attacks this turn.							
A head-mounted system that allows pilots to fire with devastating force. It stabilizes the Convictor's weapons, compensating for recoil and other confounding factors.								

γ	Capture	Offense ◇	MAT Armor	1	ENG Armor	1	Reserves	2
Type	Active	Cost	1	Target	User's Ranged Weapon	Timing	When Choosing Targets	
Skill	Choose one of your ranged weapons and add +1 to its maximum range this turn.							
A system with advanced physical simulation capabilities that continuously model the environment, accounting for factors such as light, wind speed, and obstacles. With these, pilots can fire at ranges that would normally cause a harsh drop in accuracy.								

BODY PARTS / SHOOTER

α	Battery Armor	Offense ◇	MAT Armor	0	ENG Armor	3	Reserves	3
Type	Active	Cost	-	Target	User’s Costs	Timing	-	
Skill	This battery stores 3 Reserves of its own, which you may use to pay for any action that is not one of your attacks. During each use, you may choose to expend only part of these Reserves. The battery recharges to full capacity at the beginning of each cycle.							
Batteries mounted to the Convictor, instead of the usual body armor, to power advanced processing capabilities and various other functions.								

β	Aero Unit B	Mechatronic ⊿	MAT Armor	1	ENG Armor	2	Reserves	4
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	You can enter the High Sky Area without falling. Also, when you move from the High Sky Area, the cost of the movement becomes 1.							
Flight boosters mounted to the Convictor's torso. They're capable of 360-degree movement and allow shots to be taken from high in the sky.								

γ	Assault Stance	Offense ◇	MAT Armor	1	ENG Armor	1	Reserves	3
Type	Passive	Cost	-	Target	User’s Costs	Timing	-	
Skill	Your attack Costs decrease by 1. (This cannot cause them to drop below 0.)							
A stance specially designed with wielding firearms as its highest priority. Although lightly armored, when it comes to lining up a shot, no Convictor is better suited to the task.								

ARM PARTS / SHOOTER

α	Recoil Compensators	Offense ◇	MAT Armor	0	ENG Armor	1	Reserves	2
Type	Active	Cost	2	Target	User's Ranged Attack Dice	Timing	After Attack Roll	
Skill	Add +1 to all of your attack dice.							
Arm systems that automatically compensate for movements such as weapon kickback and trigger pulling, allowing pilots to maintain perfect precision.								

β	Quick Reloader	Offense ◇	MAT Armor	0	ENG Armor	1	Reserves	3
Type	Active	Cost	1	Target	User's Ranged Attack Dice	Timing	After Attack Roll	
Skill	Add +1D to your attacks this turn. You may use this skill after rolling your attack dice.							
Specialized arms that allow for rapid and fluid weapon reloading. Should recoil or repositioning throw off the Convictor's posture, pilots are ready to fire again in short order.								

γ	Critical Shot	Offense ◇	MAT Armor	0	ENG Armor	0	Reserves	2
Type	Passive	Cost	-	Target	User's Ranged Attack Dice	Timing	-	
Skill	Your Critical Value decreases by -1.							
Manipulators built into the Convictor's arms that are directly linked to the pilot's CPU. These manipulators fine-tune the targeting of the Convictor's weapons and allow for the striking of enemies in their most vital of points.								

LEG PARTS / SHOOTER

α	Deployable Wall	Defense ◎	MAT Armor	2	ENG Armor	1	Reserves	2
Type	Active	Cost	2	Target	Attacks vs. User	Timing	When Choosing Targets	
Skill	Up to once per cycle, subtract -3D from an attack targeting you. *Demerit*: After using this skill, you cannot move for the remainder of this cycle.							
Legs that have the built-in capability of deploying a protective wall in front of the user. Pilots can shield themselves from attacks at a moment's notice, however, they will be unable to move while the wall's up.								

β	Anchor Heels	Offense ◇	MAT Armor	1	ENG Armor	0	Reserves	3
Type	Active	Cost	1	Target	User's Attack Dice	Timing	Before Attack Roll	
Skill	During the current turn, add +2D to your attacks. *Demerit*: After using this skill, you cannot move for the remainder of this cycle.							
Legs that can anchor Convictors to the ground, stabilizing them against recoil and allowing pilots to fire ranged weaponry with greater effectiveness.								

γ	Sole Boosters	Mechatronic ⊿	MAT Armor	1	ENG Armor	1	Reserves	3
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	When you move vertically, the cost of the movement becomes 0. (You can't fall from this.) You may not move horizontally in the High Sky Area.							
Sole-mounted boosters that allow Convictors to rocket high into the sky. These are not suited for precise movement and only allow pilots to move up and down.								

SHOOTER WEAPON TABLE

SG-100- Long-Range Anti-Materiel Rifle	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Ranged	MAT	3	1-2	5	6D	-
Skill	None.						
An anti-materiel rifle designed for use against military vehicles and illegally modded exoframes. It was designed by the American firearm manufacturer S&A. Built to be wielded by a Convictor, it takes advantage of the recoil and weight that only a Convictor can handle to deliver unmatched firepower.							

SG-110 – Long-Range Laser Cannon	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Ranged	ENG	3	1	5	5D	When Choosing Targets
Skill	You may pay 1 additional Cost. If you do so, increase this weapon's maximum range by 1 during the current turn.						
A directed energy weapon usable only by a Convictor. It channels a powerful electric current through ionized plasma in order to be conductive— in other words, it fires thunderbolts.							

SG-112 – Energy Rifle	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Ranged	ENG	1	0-1	3	2D	-
Skill	When attacking an enemy in the same square as you, you may add +1D to this weapon's attack dice.						
A weapon developed jointly with Houwa Industries, it's a rifle that fires energized bullets. After having energy channeled into them just prior to firing, the bullets transform into plasma upon hitting their target.							

SG-011 – Twin High-Caliber Handguns (Custom)	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Ranged	MAT	2	0-1	3	4D	-
Skill	When attacking an enemy in the same square as you, you may reroll 2 attack dice of your choice.						
A weapon developed jointly with TRDI, these twin handguns can fire .50-cal bullets at full auto to suppress their target. They're more accurate at close range and include thigh-mounted ammo storage and reloading systems so that they can be reloaded with one hand. Compared to the Adept's version of these guns, the Shooter's are optimized for rapid fire and thus are more potent.							

SG-002 – High-Caliber Revolver	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Ranged	MAT	1	0-1	2	2D	-
Skill	The Critical Value of your attacks made with this weapon decreases by -1.						
A revolver-type firearm developed in-house at DRIVE. It can chamber bullets in a variety of calibers and handle ammunition specialized for firing on exoframes and Deviators, giving it peerless stopping power.							

Support – Extra Battery II	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
	Support	-	1	-	-	-	Any
Skill	This battery stores 2 Reserves of its own, which you may use to pay for any action that is not one of your attacks. During each use, you may choose to expend only part of these Reserves. The battery recharges to full capacity at the beginning of each cycle.						
A battery mounted to a Convictor's exterior. It can supply electricity as a substitute for a pilot's own bioenergy.							

▼ CONVICTOR DRIVE / SHOOTER

The Shooter's Convictor Drive ability interrupts any action currently taking place. You may make an attack at a cost of 0. When choosing targets, ignore the range of your chosen weapon. Add +3D to your attack dice for this attack, and decrease the Critical Value by -5.

▼ SAMPLE BUILD / SHOOTER

Name			Type	MAT Armor	ENG Armor	Reserves
Head	α	Spot Sight	Offense ◇	0	1	4
Body	α	Battery Armor	Offense ◇	0	3	3
Arm	α	Recoil Compensators	Offense ◇	0	1	3
Leg	β	Anchor Heels	Offense ◇	1	0	3
HP	7		**Total Stats**	1	5	13

Equipped Weapon	Element	Attack Dice	Attack Cost	Load
SG-100 – Long-Range Anti-Materiel Rifle	MAT	6D	5	3
SG-112 – Energy Rifle	ENG	2D	3	1

▼ PLAYING THE SHOOTER'S SAMPLE BUILD

This Shooter is totally focused on offense, however, its immense firepower comes at the cost of endurance.

You can use your Anchor Heels to increase your firepower, but be careful of your positioning. Or just take down your enemies before they get close. Theoretically, you can fire your anti-materiel rifle twice per cycle, while keeping your energy rifle as an option when low on Reserves.

Use your Battery Armor to pay the costs of your skills and boost the damage you do; that'll make your job much easier. But be aware that you have very little armor. If you've got a buddy in a Strength-model Convictor, stick close to them, and operate as a team.

Use your Convictor Drive to ignore the range of your weapons, and hit the boss with everything you've got in a glorious last stand.

RUNNER

04. RUNNER

" I'M WITH DRIVE'S PEACEKEEPING DEPARTMENT, ENFORCEMENT OFFICE. CAN I PERHAPS BE OF ASSISTANCE? "

▼ THE RUNNER IN STANDBY MODE

In Standby Mode, Runner-model Convictors mostly deploy their arm, leg, and head parts.

They're lightly armored and designed to expend minimal energy on defense to boost their mobility. Runners can run straight up walls, spontaneously leap high into the air, and perform other acts of impressive three-dimensional maneuvering. In Standby Mode, they can keep pace with just about any civilian vehicle, even if they need to navigate over obstacles as they do so.

Their astonishing mobility also makes them the strongest Convictors in a brawl against human opponents. While they don't have much raw power, they can channel their momentum into the force of their attacks.

Although Runners have unmatched mobility—which lets them evade almost any attack—they can do more than just zip around the battlefield. They have powerful processors and are often equipped with advanced scanning capabilities and can pull off unique feats like monitoring others' heart rates and analyzing eye dilation to detect lying; they're also experts in hand-to-hand combat. And yet, the model's primary focus is, in fact, still mobility. Because of that, their weapons systems are highly limited.

Runners achieve their unrivaled movability thanks to how light their armor is. As a result, they can be stored in smaller containers than any other Convictor model, with many fitting comfortably inside something as small as a messenger bag. (Even the largest of Runner Convictors only require a suitcase-sized container for storage.)

Since Runners typically use melee weapons, most perform similarly in Standby Mode as Active Mode; they just operate using lower power.

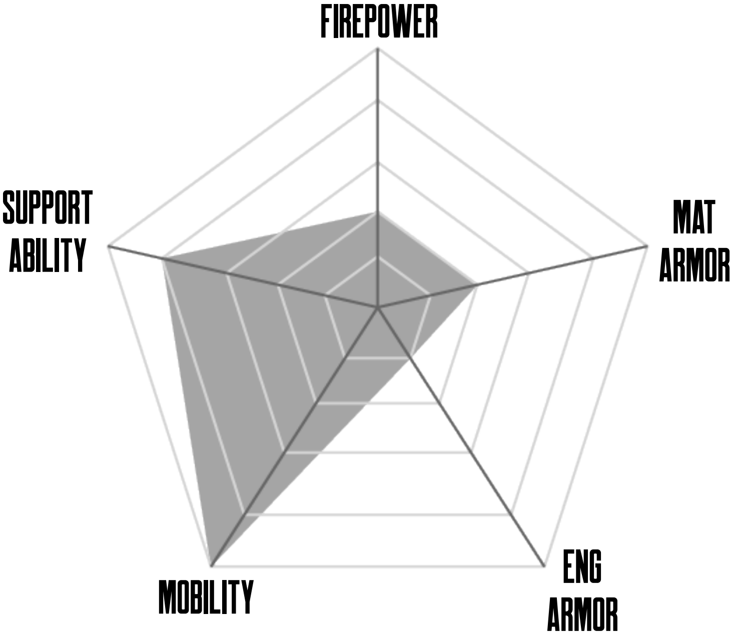
The role of a Runner pilot is centered on their being the fastest frame on the field. However, their propensity for breakneck speeds does make them a difficult model to master. Experienced Runner pilots can be trusted to handle things on their own, but novices should stay attentive to their leader's orders.

▼ THE RUNNER IN ACTIVE MODE

Among all models, Runners boast the most overwhelming mobility. They excel at three-dimensional combat in urban battlefields, where they can position themselves in whatever places are the most tactically advantageous. They can perform difficult maneuvers, target the most vulnerable of enemies, and even force their foes to move when they don't intend to.

However, they have less armor than any other model and don't have strong direct offensive capabilities, either. You might say that Runner Convictors rely on their mechatronic gadgets above all else. When they snatch an abducted VIP back, or drop from the sky to ambush an enemy, the tactical role the Runner plays becomes self-evident.

Runners can change the course of battle, for better or for worse. Study the tactical situation and act accordingly, lest you make the wrong move.



HEAD PARTS / RUNNER

α	Auto-Balancer	Mechatronic ⊿	MAT Armor	0	ENG Armor	0	Reserves	2
Type	Passive	Cost	-	Target	User's Attack Dice	Timing	-	
Skill	The cost of your movements becomes 1. (This does not apply to movements made using Impulse Jets, or after successfully using Stick-Ons.)							
A head-mounted system that performs continuous calculations to optimize posture and gait, and therefore decrease energy output.								

β	Targeting System	Offense ◇	MAT Armor	1	ENG Armor	0	Reserves	3
Type	Active	Cost	1	Target	User’s Attack Dice	Timing	After Attack Roll	
Skill	Add +4 to one die of your choice.							
An enhanced targeting system that stays locked onto enemies no matter the speed at which the user is moving. This system can simulate enemy movements—as well as the user's—in three-dimensional space to land accurate hits.								

γ	Attack Predictor	Defense ◎	MAT Armor	0	ENG Armor	1	Reserves	4
Type	Passive	Cost	-	Target	Dice of Attack vs. User	Timing	-	
Skill	Calculate the damage you take as if Criticals inflicted only 1 damage and not 2.							
The Convictor's movement control systems are linked to processors dedicated to predicting enemy actions, allowing the user to reflexively avoid attacks that target vital areas.								

BODY PARTS / RUNNER

α	Emergency Evader	Defense ◎	MAT Armor	1	ENG Armor	1	Reserves	5
Type	Active	Cost	1	Target	Dice of Attack vs. User	Timing	After Attack Roll	
Skill	Roll 1D. You may negate all attack dice that rolled equal to or lower than your roll. After rolling, but before negating dice, you may increase the number you rolled by paying extra Cost on a one-to-one basis (to a maximum of 2 extra Cost.)							
Special sensors that activate when picking up incoming objects, sending the user's Convictor into a ball-like position to evade the attack. Because this is an auxiliary system, its effectiveness ultimately depends on the pilot's skill, as well as a degree of luck.								

β	Impulse Jets	Mechatronic ⊿	MAT Armor	1	ENG Armor	1	Reserves	5
Type	Active	Cost	2	Target	User	Timing	Any*	
Skill	You may move at any time, as long as it’s not your own turn and no later than the “Before Attack Roll” timing. (Stick-Ons cannot be used with this movement.)							
Jet propulsion apertures that cover the Convictor's torso and can be put on blast any time, be it while in the air or on the ground. The sudden nature of these types of movements, though, consumes a sizable amount of energy.								

γ	Streamlined Armor	Defense ◎	MAT Armor	0	ENG Armor	0	Reserves	3
Type	Passive	Cost	-	Target	Dice of Attack vs. User	Timing	After Attack Roll	
Skill	Negate up to 2 attack dice of your choice.							
Armor that consumes no energy and is designed in such a way that attacks simply slide off of it, the momentum of the strike directed elsewhere by the Convictor's shape.								

ARM PARTS / RUNNER

α	Parry Guard	Defense ◎	MAT Armor	2	ENG Armor	0	Reserves	3
Type	Active	Cost	1	Target	Dice of Attack vs. User	Timing	After Attack Roll	
Skill	Subtract -6 from one die of your choice.							
Reinforced arms and fists that allow pilots to parry attacks even despite the Runner's single-layer armor design.								

β	Stick-Ons	Mechatronic ⊿	MAT Armor	1	ENG Armor	1	Reserves	3
Type	Active	Cost	1	Target	One Character in User's Sq.	Timing	Before Moving	
Skill	You can only use this skill on your own turn prior to moving. Roll 2D. If the result is equal to or higher than the target's ENG armor, after you finish moving, you may move the target to your square. (Allies may choose to have this roll auto-succeed.)							
A gauntlet that incorporates suction generators meant for dragging objects while moving. The suction effect can also be used for sticking to walls and the like, should the user need to do so.								

γ	Wire Anchor	Mechatronic ⊿	MAT Armor	2	ENG Armor	1	Reserves	2
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	When you move from the Midair Area, the cost of the movement becomes 0.							
A harpoon launcher that can be fired and then used to reel the user in—to avoid energy output—and is tethered to the Convictor's arm and waist for maximum safety and stability.								

LEG PARTS / RUNNER

α	Accel-Add	Offense ◇	MAT Armor	1	ENG Armor	0	Reserves	4
Type	Active	Cost	1	Target	User's Melee Attack Dice	Timing	Before Attack Roll	
Skill	If you moved this turn, add +1D to your attacks.							
Leg systems that allow pilots to direct their momentum into their attacks to gain added potency.								

β	Aero Unit J	Mechatronic ⊿	MAT Armor	1	ENG Armor	1	Reserves	3
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	You can enter the High Sky Area without falling. When you move from the High Sky Area, the cost of the movement becomes 0.							
Jet engines mounted to the Convictor's legs that provide enough thrust for the user to take flight. They're capable of 360-degree movement and allow for sophisticated aerial maneuvers.								

γ	Gyro Heels	Mechatronic ⊿	MAT Armor	0	ENG Armor	1	Reserves	3
Type	Passive	Cost	-	Target	-	Timing	-	
Skill	When you move from the Ground Area, the cost of the movement becomes 0.							
Heels with spheres mounted to them that grant the capability of multidirectional movement, not unlike a sort of advanced roller skate.								

RUNNER WEAPON TABLE

GRP-000 –	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
Personal Combat Legs	Melee	MAT	2	0	3	2D	After Attack Roll

Skill You may move the target a number of squares equal to the points of damage you inflicted upon them.

A weapon designed specifically for Runner-model Convictors that are meant for close combat situations. These armored combat legs grant the ability to channel the momentum of the pilot's Convictor into powerful kicks that can send enemies flying. They also include attack subroutines for martial-arts techniques such as fa jin.

GRP-001 –	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
Personal Combat Arms	Melee	ENG	2	0	3	2D	-

Skill When attacking with this weapon, your Critical Value changes to 8. (If the enemy's armor is higher than your roll, you cannot Critical.)

Another weapon designed specifically for Runner-model Convictors that are meant for close combat situations. These reinforced combat arms can strike foes with explosive force. The mobility available to Runners is especially advantageous when using these.

BLD-011 –	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
CQC Kinetic Twin Blades	Melee	MAT	2	0	4	3D	Before Attack Roll

Skill If you moved vertically this turn, you may add +1D to your attack dice.

A pair of slender blades, created in cooperation with Japanese swordsmiths who support DRIVE in their aims. To complement the Runner's mobility, they're designed to slash through hostile exoframes as smoothly as butter. Should they become chipped, one should immediately detach the bladed part, then mount a spare. Runners should use guerilla tactics when wielding these.

BLD-012 –	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
CQC Electro-Mag Twin Blades	Melee	ENG	1	0	3	2D	-

Skill None.

High-tech melee weapons developed jointly with TRDI. At a glance, they appear to be normal blades, but channeling a Convictor's power into them releases an electromagnetic blast. By doing this only at the moment of the attack, they can deliver powerful blows with minimal energy output.

Support –	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
Reel Anchor	Ranged	ENG	1	1	2	2D	-

Skill This weapon can do a maximum of 1 damage. When this weapon does damage, you may move the target to your current square.

A harpoon mounted in the hand, powered by a pilot's own RING energy. If the user latches onto an enemy with the anchor, they can instantly drag the enemy over to them.

Support –	Type	Element	Load	Range	Attack Cost	Attack Dice	Timing
Spider Mine	Ranged	ENG	1	0	2	2D	-

Skill This weapon can do a maximum of 1 damage. When this weapon does damage, the target cannot move for the remainder of the cycle.

A spherical object that Convictors can throw. When it shatters against its target, it covers them in a viscous liquid, trapping them in place. It's effectively high-tech birdlime.

▼ CONVICTOR DRIVE / RUNNER

The Runner's Convictor Drive ability interrupts any action currently taking place. You may move to any square on the battlefield. You may then make an attack at a cost of 0. You gain +3D to its attack dice. After rolling your attack dice, you may change the value of two dice of your choice to 11.

▼ SAMPLE BUILD / RUNNER

Name			Type	MAT Armor	ENG Armor	Reserves
Head	β	Targeting System	Offense ◇	1	0	3
Body	α	Emergency Evader	Defense ◎	1	1	5
Arm	γ	Wire Anchor	Mechatronic ⊿	2	1	2
Leg	γ	Gyro Heels	Mechatronic ⊿	0	1	3
HP	7			4	3	13

Equipped Weapon	Element	Attack Dice	Attack Cost	Load
GRP-000 – Personal Combat Legs	MAT	2D	3	2
BLD-012 – CQC Electro-Mag Twin Blades	ENG	2D	3	1
Support – Reel Anchor	MAT	2D	2	1

▼ PLAYING THE RUNNER'S SAMPLE BUILD

This Runner is all about tactical positioning. With your Wire Anchor and Gyro Heels, as long as you don't jump up into the High Sky Area, your movements are essentially free. You can use your Personal Combat Legs and Reel Anchor to forcibly move your enemies to wherever you want them. Since the enemy will suffer a forced movement penalty after this, prioritize any foes that try to exploit the height bonus.

With your Targeting System, you can be confident in doing 1 point of damage so that you can use your weapon skills.

The Emergency Evader is not exactly reliable, so don't get overconfident. With your low armor, your HP will drop quickly if you're attacked.

When you use your Convictor Drive, take those guaranteed rolls of 11, and land a true strike against the toughest enemy in a glorious last stand.

PLAYING THE GAME

01. WHAT ARE SESSIONS?

Each time you sit down and play Convictor Drive, that period of time is called a session. Typically, you'll try to complete one scenario from beginning to end during each session. This section of the rulebook will explain the way these sessions unfold.

02. PRINCIPLES OF PLAY

Before you sit down to play Convictor Drive, there are principles that you, and everyone taking part, should agree to.

The point of playing a TRPG is for everyone to have fun, and Convictor Drive is no exception. Convictor Drive is a game where the player characters are those who have endured loss in the past and now fight for the sake of justice. So to have the most fun, everyone needs to be ready to play the roles of their characters in the same dramatic fashion as the characters in tokusatsu shows. This is why you're encouraged to creatively suggest things for no other reason than it may be awesome.

In the end, the rules are just a framework that provides guidance to keep the game moving. They're not absolutes that you must always obey. Please play this game in a way that allows its scenes to be dramatic, riveting, and clearly visualized.

But also keep in mind the following information.

01. RESPECT THE GM'S DECISIONS

No matter how cool your idea is, it's possible that going through with it would have a negative impact on the scenario. Thus, the GM may at times be honest with you and tell you that your idea, while awesome, would derail things. If that happens, as a player, you'll have to think of something else you can do.

02. DON'T HOG THE SPOTLIGHT

In a TRPG, you're just one of many participants. You may adore your character, but all the other players feel the same way about theirs. That's why you shouldn't insist on your character being the only one to do things, or roleplay so much that nobody else can get a word in edgewise. Without some sort of balance, the game will quickly get old.

In Convictor Drive, all the PCs have suffered some kind of tragic loss. If you were truly your character, you likely would not be willing—at least not solely

SESSIONS

When the same group of people continues straight from one session to the next, it's called a campaign. If you want to continue exploring your character in the world of Convictor Drive more deeply, taking part in a campaign is a great way to do just that.

GETTING ON THE SAME PAGE

There are some people out there who find the combat of a TRPG more exciting than the roleplaying and exposition aspects, and they're not wrong to feel that way. So, if the GM and all their players agree that there should be more battles in your games of Convictor Drive, they can run the game in that fashion. But before doing so, it's very important to make sure that everyone feels the same way. You should discuss among yourselves what style of game you would all find to be the most fun. It's ideal to do this before the game starts.

of your own volition—to tell others what you went through that left such a scar on your life. And yet, at the same time, it should be clear to others how each of the characters' pasts has transformed them. Demonstrating who your characters are through actions, rather than words, can be very cathartic.

Think of the game not as having a main character and supporting characters but rather as everyone being the main character at times and a supporting character at others. If you're not satisfied with the focus your character's gotten in the story, it's best to chat about that after the session. In fact, this game explicitly advises that you spend some time discussing the events of the session as you wrap things up.

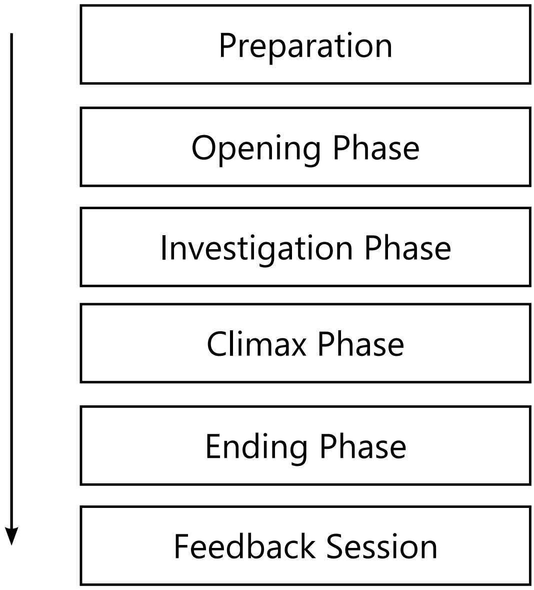
03. DON'T APPOINT YOURSELF COMMANDER

Those already well versed in the ways of TRPGs may be aware of the "commander problem," as it is often called. This is when experienced players give new players advice that borders on sounding like commands. Telling someone which skill they should use, or how they should build their character, are examples of giving commands. New players in particular can get discouraged by this, especially when it happens in excess.

Players that do this kind of thing likely mean well, but they can nonetheless rob others of their ability to enjoy the game. Even if, from your perspective as an experienced player, a new player is going about things ineffectively, don't intervene. This is deliberately not the type of game where making an unwise decision or losing a fight inevitably leads to a bad ending.

On account of that, you should respect the decisions made by your fellow players, no matter how much you might disagree with them. When a player does ask for your help, or they seem completely unsure of what to do next, that's when you may speak up—preferably as part of a conversation, not as a commander giving orders.

03. SESSION FLOW



DON'T HOG THE SPOTLIGHT

The reason that the details of each PC's trauma are Secret Info is the assumption that the PCs would not take the initiative to share those details with one another unprompted. With this restriction in place, you don't have to concern yourself too much with finding the right time to reveal your character's past, as the game handles this for you. If everyone keeps this in mind as they play, you may find it's a fun way to go about things.

CARTHARSIS

Catharsis means to let out the emotions that have been building up inside you. It's a pleasant, cleansing, even empowering feeling. Think of it as how a charged attack is more powerful than just lashing out willy-nilly.

ENDING PHASE

While this phase is not explicitly talked about in the book, you can think of it as the session wrap-up, where the game is coming to a close.

FEEDBACK SESSION

This occurs after the game has ended and is meant to be something of a debrief for the players. You can read more about the Feedback Session on pg. 66.

▼ HOW TO PREPARE

You'll need to do the following before you can begin the game session:

- Set the day and time of the session.
- Have everyone fill out their character sheets and bring them to the session.

The person who handles these two tasks in Convictor Drive, as well as other prep work not related to the writing or running of the scenario itself (such as recruiting players for the game), is known as the Coordinator. While in other TRPGs the GM would assume these responsibilities, we don’t recommend that for Convictor Drive.

ROC

This stands for "Roll or Choice." You can either roll dice to decide something at random, or you can pick any option you like. You're also welcome to reroll if you don't like what the dice came up with.

▼ THE OPENING PHASE

After introducing your characters, everyone should RoC on the Relationship Table (see pg. 145.) This represents your PC's feelings toward the PC of the player to the right of them.

▼ ABOUT THE RELATIONSHIP TABLE

DRIVE employees, in order to gain the necessary skills to do their jobs and operate their Convictors properly, undergo a full year of training. During this period of time, they may develop an emotion of some sort toward one of the other PCs, and this is represented by the Relationship Table.

Take note that this is only what they thought about the other PC during training; it’s expected that those emotions will naturally evolve over the duration of the sessions that follow. This is not intended to be a restriction but rather a tool you can use to jumpstart roleplay.

Once everyone's finished establishing their relationships, and the PCs have assembled into a team, it's time for the scenario proper to begin.

▼ THE INVESTIGATION PHASE

While it depends on the manner in which the PCs take the stage, the Investigation Phase often involves them being given missions in their capacity as DRIVE employees. For example, if a tip comes in that says there are some ruffians using exoframes to fight one another, the PCs might be instructed to break up the brawl. However, most players in this situation will understand that, if they’re given a task as simple as breaking up a fight, the entire scenario’s probably not just going to abruptly end as soon as they break things up.

After all, every scenario has its secrets, and it’s over the course of the PCs’ investigation that they’ll likely find out that even seemingly minor incidents, such as some hooligans fighting one another, have their roots in a grander scheme that has consequences for the entire Yokohama Zone. In fact, it’s normally during or as a result of the Investigation Phase that these larger, more sinister plot designs are laid bare. In the course of this phase, the PCs will gather all their needed information, realize the necessity of stopping the culprit behind them all, and then confront them during the Climax Phase.

For more information on the Investigation Phase, see pg. 46.

▼ THE CLIMAX PHASE

The Climax Phase is where the PCs switch their Convictors to Active Mode and take the fight to the scenario’s antagonist in order to stop them. After being given a callsign, every PC will confront the villain together. Do note that the battle during the Climax Phase may have a win condition besides just defeating the enemies, or there may be other criteria that need to be met in order to be victorious.

For more information on the Climax Phase and the battle that takes place during it, see pg. 55.

04. WHAT'S A CHECK?

When you're unsure whether or not your PC is able to accomplish something, and you roll the dice to find out, it's called a check. Convictor Drive uses only 10-sided dice; each player should have five, and the GM should have ten. If you find it difficult to keep track of this many dice, consider using a dice roller app. In this book, dice are notated in the format of “nD.” So, if you see something that says “3D,” you should read it as “three dice.”

To make a check, you roll the indicated number of dice, and then count how many dice came up equal to or higher than the specified target number. This is known as the number of successes. If that number is equal to or higher than the required minimum successes, the check itself is a success.

Checks will be explained in further detail in the Investigation Phase and Climax Phase sections.

THE INVESTIGATION PHASE

01. WHAT'S THE INVESTIGATION PHASE?

During the Investigation Phase, the goal of the PCs is to piece together fragmentary information in an effort to get the full picture of what they're up against. As previously mentioned, while this depends on the manner in which the PCs take the stage, it often involves them being given missions in their roles as DRIVE employees.

So, using our example from before, if DRIVE hears that there are ruffians going at it inside some exoframes, the PCs might be ordered to intervene. Clearly, putting an end to this fighting isn't going to be the end of the scenario (or at least we'd hope not, as that would be pretty anticlimactic).

No, it would instead likely turn out that the scuffle was just the prelude to a bigger, far more serious plot. Resolving these minor events is how the PCs find intel, and each scenario contains several pieces to find. By diligently uncovering all this intel, the PCs will be able to put a stop to the larger schemes that threaten the Yokohama Zone. After the PCs have collected the clues and uncovered where the mastermind behind the chaos is lurking, they can proceed to the Climax Phase.

02. HOW TO INVESTIGATE

▼ IMPORTANT TERMS

Investigation Cards
Each key point that you can pursue over the duration of your investigation is represented, in summary form, by an Investigation Card. Every Investigation Card has an objective that must be resolved by undertaking missions (see pg. 49). Completing these missions is the objective of this phase.

The players should discuss and choose among themselves which PCs should take part in which Investigation Cards. Once a PC has taken part in an Investigation Card, they can't join another one until every other PC has had a chance to be involved in an investigation.

After deciding who's taking part, the participating players will read the situation presented on the Investigation Card, and then roleplay how their PC would react to the problem and attempt to handle it as befits a DRIVE employee such as them. "Missions" refer to the actions necessary to solve this problem, with the problem being considered cleared as soon as the PCs have succeeded at the checks required of these missions.
PCs who have decided not to participate, or are not allowed to participate, in the missions can still join in the roleplay via remote communication or something of

the like. However, do be aware that these players are not allowed to make checks or otherwise be involved in accomplishing the missions.

Once the missions have been cleared, the GM should put out an Intel Card (see pg. 46). For more information on how the Investigation Cards come up during the Investigation Phase, see pg. 52.

EXAMPLE

Investigation Card	
2	Stop the Kidnappers

Reveal Condition			
Clear 1 other Investigation Card			
Minimum PCs	2	Favored Skills	Knowledge, Suppression

Overview
You've pinned the child kidnapping spree on the gang of criminals known as Team Uyama that you investigated earlier. You've also discovered that they were the ones who kidnapped Kana, heiress to the Akagami Consortium. Team Uyama is delivering their young captives to BDS at a certain locale, the so-called Monster's Way in the business district.
Objective
Stop the next delivery

Reveal Condition

After the Opening Phase, all the Investigation Cards should be placed face-down except for any initially revealed ones. After their Reveal Condition has been met, the cards should be flipped face up. Until that time, the Reveal Condition itself is the only information that should be divulged to the players.

Minimum PCs

The minimum number of player characters that must join in the investigation for this Investigation Card.

Favored Skills

The Job Skills that are recommended (not required) for solving the problem presented on the Investigation Card.

Intel Cards

The PCs will gradually piece together the mastermind’s scheme, whether by sussing out who was behind the problems they’ve solved, or just finding clues by sheer luck. Intel Cards represent their discoveries. Specifically, they're given to the players as rewards for completing the missions on the Investigation Cards.

The number of Intel Cards there are to uncover will depend on the scenario. At the beginning of the session, the CO should tell the players how many Intel Cards there are. They should also inform the players of which Intel Cards they’ll get by clearing which Investigation Cards.

PARTICIPATING IN ROLEPLAY

If it doesn't cause someone to be in two places at once (or something to that effect), it's also fine for PCs who aren't participating in missions to still be physically present, so long as they don't get involved with the checks or missions themselves.

INVESTIGATION CARDS AND INTEL CARDS

Investigation Cards are designated "1, 2, 3..." while Intel Cards are designated "A, B, C..."

ROLEPLAY

Most of the time, when players ask the GM questions like, “Can this happen?" or "Can this be there?" the GM should default to answering "yes.” This lets the players take an active part in shaping the game world. But when the GM does say "no," the players should accept that ruling and move on.

ROLLING FOR FLAVOR SKILLS

If you don’t like the idea of having your PC’s degree of ability in something chosen by a random table, you are never required to roll on the Skill Rank Table; you can simply decide on your own. If you do roll for it, but the result bothers you for any reason, you can also reroll as much as you would like.

If it doesn’t make sense to you that your PC would be bad at something, ask the GM if you can roll 1D and add 10 to the result to get your skill rank.

Once all the Intel Cards have been revealed, the villain's plans are laid bare. To stop them, the players proceed to the Climax Phase.

EXAMPLE

Intel Card	
A	The Shadow Behind The Akagami Consortium

Reveal Condition
Clear Investigation Card 2

Overview
Upon rescuing the children, you made multiple discoveries. First, the secretary of the Akagamis, Aoki, was facilitating the kidnappings. Second, Aoki has minions among the black suits, and it's very likely he was the one directing Team Uyama in their crimes as well. Aoki seems to have some sort of plot for the Akagami Consortium's next summit, which is set to be held at the Yokohama Convention Center...

Key Items

During a scenario, when you clear certain Investigation Cards, you might receive items as a reward. Do note that this will not always happen and depends entirely on what the scenario calls for. Also, they might not be items per se but could also be people or the like.

About Roleplay

When handling an Investigation Card, if the players want to come up with their own roleplay flourishes, they can generally be allowed to do so.

For example, if one of the players wants to come riding in on a motorcycle, they can just tell the CO that they want to do that. Your CO might decree that you already own the motorcycle, or they might tell you that you were allowed to borrow one from DRIVE.

Unless it's utterly absurd, players should feel free to suggest anything they envision in their minds. After all, Convictor Drive patterns itself after tokusatsu shows and superhero anime, and the heroes in those programs do cool things, right? So, the GM should be open to player ideas in this regard, so long as they don’t put the integrity of the scenario at risk or create a moral conflict with the good people that DRIVE employees are supposed to be.

Flavor Skills

Sometimes, a player may want to figure out how good their PC is at something not covered by the Job Skills, like driving a car or holding their liquor. They're free to just decide if their PC is good or not at such things, but they may also roll on the Skill Rank Table on pg. 146, should they wish to. Just roll 2D and consult the table.

Flavor skills should never have any effect on checks or other consequential parts of the game system.

Making Checks

When you're unsure whether or not your PC is able to accomplish something, and roll the dice to find out, it's called a check. During the Investigation Phase, you'll make these to try to complete the missions on the Investigation Cards.

For checks in the Investigation Phase, roll a number of dice equal to the Job Skill you're using. The number of dice that come up as 5 or higher is your number of successes. If that number is equal to or higher than the required number of successes, the check itself is a success.

Remember, PCs not taking part in the Investigation Card are never allowed to make checks related to that Investigation Card.

Criticals

Sometimes, thanks to both favorable circumstances and a measure of luck, you might be unusually successful at something. If any die you roll comes up as a 10, this is called rolling a critical. Each die that comes up as a critical counts as two successes (instead of the normal 1 success for rolling 5 or higher).

Using Standby Skills

Standby Skills are skills your PC has that can be used to improve the checks they make during the Investigation Phase. These are situationally useful abilities that your Convictor has in its Standby Mode. Each Convictor model has a different set of Standby Skills, which are described on pgs. 15, 22, 29, and 36. You can suggest to the GM when these, or your other Convictor parts, would be relevant.

If the GM agrees that your Standby Skills would help you with a certain check, you gain +2D to that check. This bonus is the same for every Convictor model.

You can use Standby Skills for either checks made to clear missions or recovery checks, but you can only use them once per check.

About Missions

If you found the explanation of checks above to be confusing, you can see an example of the Investigation Phase being played out in the tutorial replay on **pg. 52**. Try re-reading the explanation after that.

What are Missions?

When you decide to tackle the problem presented by an Investigation Card, the GM will start you on one or more missions to do so. After you've completed all the missions, you'll clear the Investigation Card.

Each mission has the following traits:

- The minimum number of players who must take part.
- The number of successes required by the mission.

Before you begin, the GM will tell you how many missions a given card will require you to get done. If there are multiple, the GM may or may not tell you what they are, depending on whether your PCs would know in advance. For something such as an infiltration mission, you'll find out what lies ahead as you stumble upon it, while if the mission is to stop a riot, you'll know what you have to do ahead of time.

The players should discuss and choose among themselves which PCs should take part in which missions. Once a PC has taken part in a mission, they can't join another one until every other PC has had a chance to be involved in a mission.

STANDBY SKILLS

Exoframes let you do a lot of cool stuff. The true fun of this game is suggesting whatever you think would be awesome, so give it a try.

OTHER CONVICTOR PARTS

If the flavor of your equipped parts or weapons gives you an idea, you can make a suggestion related to those as well. For example, if you have the "Aero-Unit W" part, you could say you'd like to snatch up the VIP and just leap right out of there, and the GM might allow it.

Do remember that you're not in Active Mode during this phase, so you can't equip all of your parts at once; however, in most cases, Standby Mode will allow you to equip and use any one part you wish to.

ONCE PER CHECK

Despite the bonuses they give you, it's okay not to use any Standby Skills at all, if they don't fit the idea you have in mind for your PC's role in whatever situation they currently find themselves in.

MISSIONS

You can think of "missions" in Convictor Drive as tasks of sorts that players must accomplish.

TAKING PART IN THE MISSION

This means that specific mission. For instance, in the example above, this would mean a PC who isn't involved in "Mission 1: Stop the runaway vehicle."

How to Complete Missions

Depending on the situations at hand, different missions will take different skills to complete.

The players should assume that their PCs are the only DRIVE members present in the area to help and, given that fact, come up with a way to resolve the challenges their PCs face. Depending on their approach, they will have to make a check using one of their Job Skills. If the GM thinks the approach has a chance of success, they will choose the Job Skill it makes use of.

Each player should then roll a number of dice equal to their respective levels in the chosen Job Skill. If the number of dice that roll 5 or higher (rolls of 10 count twice) is equal to or higher than the required number of successes, that player succeeds at the check.

Although normally only rolls of 5 or higher are considered successes, if the GM is impressed by a player's roleplaying, they can grant whatever bonuses they see fit (such as having the player roll an extra die or adding +1 to each dice they rolled).

EXAMPLE

Mission	Stop the runaway vehicle
Minimum players	2
Required number of successes	3

Mission 2	Apprehend the fleeing criminal
Minimum players	1
Required number of successes	3

Making Checks with Multiple Players

When multiple players take part in the same mission, each player has to roll a number of successes equal to or higher than the required number of successes.

Failing Missions

DRIVE personnel can't afford to fail missions. If a player making a check for a mission isn't able to make the required number of successes, someone else can attempt a recovery check to help. If this still doesn't get them the successes they need, they'll get it done later.

Recovery Checks

A recovery check is a kind of check that can be made to help a player that's failed their mission check. Any PC who isn't taking part in the mission can announce they want to make a recovery check. They should roleplay how they're providing assistance to the target PC, in a manner that allows them to use one of their Job Skills. This is, of course, subject to the GM's approval.

The target PC can then roll a number of additional dice equal to the number of successes that the player making the recovery check rolled.

Each PC can make only one recovery check per Investigation Card. They can, if they wish, use their Standby Skills during their check. There is no limit to how many PCs can make recovery checks during a single mission.

Getting It Done Later

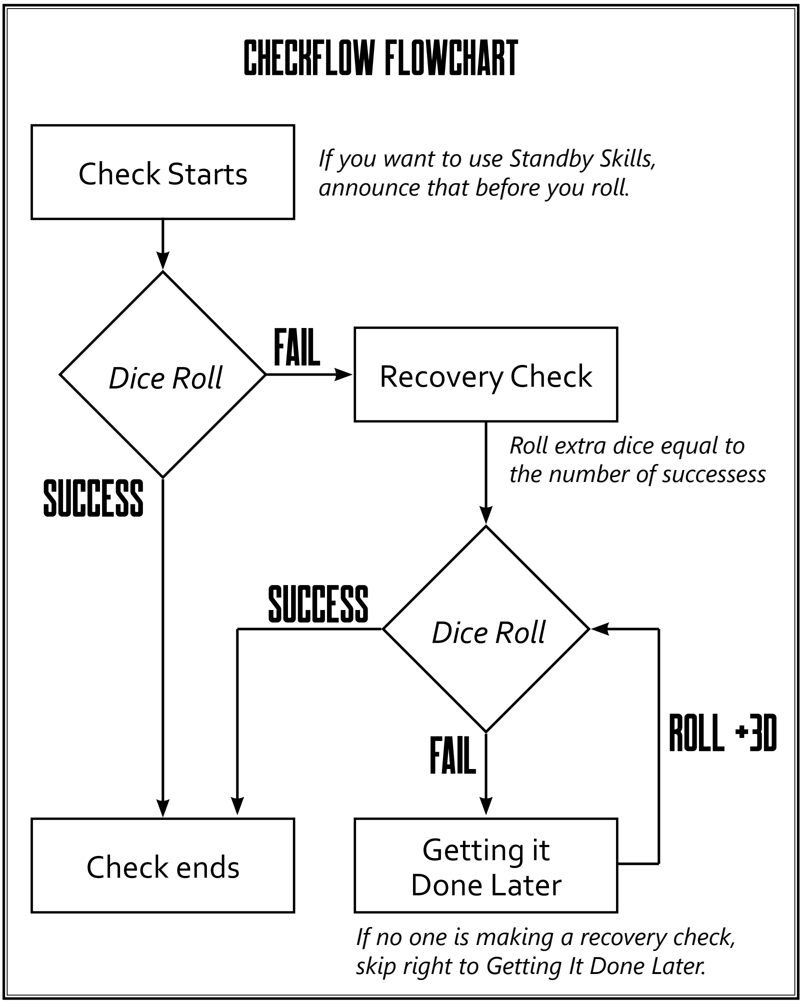
This means that the challenge took far longer to overcome than was ideal, but it still got done. If a player's check is still a failure following a recovery check to assist them, their only choice is to get it done later.

When this happens, the Delay Counter increases. Each number on this counter will cause an inconvenient penalty of some sort during the Climax Phase.

1. The player making the check can roll +3 dice.
2. After rolling these dice, add +1 to the Delay Counter. The GM should keep track of this.
3. If the player still doesn't have the required number of successes, return to step 1.

The Delay Counter

If the PCs are slow to get their investigation done, the mastermind has more time to advance their scheme. This is represented by the Delay Counter, which, with every increase, will inflict an inconvenient penalty during the Climax Phase. The higher the Delay Counter goes, the worse the penalties will be. Keep this in mind.



If you want to use Standby Skills, announce that before you roll.

Roll extra dice equal to the number of successess

If no one is making a recovery check, skip right to Getting It Done Later.

EXAMPLE RECOVERY CHECK

1. PC1 attempts a check for a mission, and fails.
2. PC2 and PC3 are still able to make recovery checks, but only PC2 decides to make one.
3. Even after the check, PC1 still hasn't succeeded.
4. PC3 retains their ability to make a recovery check during this Investigation Card, but PC1's only choice is to get it done later.

DELAY COUNTERS

Generally speaking, it's safe to have 2 or 3 Delay Counters; however, should the PCs have more than this, they should be prepared for a harsh battle.

About the CO
Even though the CO is an NPC played by the Game Master, they have the same standing as the other player characters, so treat them with the same respect you would your fellow PCs. You may also ask them for advice when you are unsure what to do.

About Game Master Scenes
During the interval between two Investigation Cards, the GM can insert a scene to deliver exposition or enhance the atmosphere. These are called Game Master Scenes. Checks and other gameplay do not happen during Game Master Scenes—they're solely for players to listen to the GM as they set the stage for what happens next.

After this, the players may move on to the next Investigation Card, but it's possible they'll also receive a special Intel Card as a result of what happened.

05. EXAMPLE INVESTIGATION PHASE

Investigation Card	
2	Stop the Kidnappers

Reveal Condition			
Clear 1 other Investigation Card			
Minimum PCs	2	Favored Skills	Knowledge, Suppression

Overview
You've pinned the child kidnapping spree on the gang of criminals known as Team Uyama that you investigated earlier. You've also discovered that they were the ones who kidnapped Kana, heiress to the Akagami Consortium. Team Uyama is delivering their young captives to BDS at a certain locale, the so-called Monster's Way in the business district.
Objective
Stop the next delivery

CO:
Okay, you now know that Team Uyama is behind the serial kidnappings and where they're handing over the kids. This is Investigation Card 2, and two of you need to take part.

Player A:
That'll be me and the B-ster, won't it? We gotta rescue poor Kana!

CO:
Player C, are you going to sit this one out?

Player C:
I'm curious which Investigation Cards are coming up after this one, so you two can handle it.

CO:
Very well. That means Player C won't be able to make a check for this Investigation Card. But they're still welcome to join the roleplay using their PC's comms.

Player C:
Got it. I'll monitor the situation from afar.

CO:
As soon as you look into it, you find out that Monster's Way is a street pretty infamous for petty villainy; hit-and-runs, purse snatchings—those kinds of things. People steer clear of it when they can, and as a result, it's pretty quiet nowadays.

Player A:
Let's get a move on, then! It's not too far from DRIVE headquarters, so can I borrow a motorcycle from storage?

Player B:
I wanna ride one too!

Player A:
Can your PC ride a motorcycle…?

Player B:
I'll roll on the Skill Rank Table! Let's see what these 2D show me… 2, and another 2!

CO:
That's E-rank; you'll probably get into an accident.

Player A:
Alright, let's just take a taxi!

CO:
When you tell the taxi driver you want to go to Monster's Way, he smirks and says, "There ain't much to see there…" Still, he tells you to buckle up and takes you there without complaint.

Player A:
Where are you, lil' Kana?

Player C:
"There indeed ain't much to see there normally, but scoping things out from atop one of those buildings may tell a different story."

Player B:
CO, my Runner's in Standby Mode. Can I hop up onto one of the nearby buildings and check what I can see from up there?

CO:
You sure can. Let me describe it for you. Using a pipe on the side of the building, you parkour up onto the roof without making the slightest sound. From up there, you have a clear view of the center of the street and see a girl being forced into the side of a black van. You're positive it's Kana, the girl you're trying to rescue.

Player B:
"Hey, A! I've spotted Kana! They're putting her in a van!"

CO:
Now that you've found the criminals, it's mission time. To save Kana, you'll need to finish two missions.

Mission 1	Stop the black van from driving away
Minimum players	1
Required number of successes	4

Mission 2	Save Kana from the people in black suits
Minimum players	1
Required number of successes	4

CO:
Alright, it's up to you to figure out how to tackle those missions.

Player B:
"Mr. A! I'll make that van stop at the point on the map I just marked! Head there and intercept!"

Player A:
"Got it!"

Player B:
CO, I'm activating my Runner's Standby Mode. I'll use my Aero Unit to jump high into the air and from there fire my Wire Anchor at the van. I'll come crashing down on top of it and stop it cold!

CO:
Nice plan. It sounds like you're using Agility, and since you're utilizing Standby Skills, you'll of course get the bonus for that. Go ahead and roll Agility with +2D.

Player B:
My Agility's Lv. 4! So that's 4D, and with the bonus from using my Standby Skills, I'll add 2D for a total roll of 6D! Let's see what the dice come up as… 4, 8, 6, 3, 1, and 10! Only three dice rolled 5 or higher, but the 10's a crit and counts twice, so that's four successes! Phew, barely made it!

CO:
You slam into the van like an Olympic diver; the wheelman loses control and spins out, coming to a crashing halt. Mission 1 accomplished! Naturally, the black suits pour out of the van.

Player B:
"Now! While I have their attention!"

Player A:
"Got it!" CO, I'm going to activate my Adept and blow some suits away with my cannon! I want to rescue Kana!

CO:
Brawling it is, then. The suit holding Kana has their pistol drawn, but that isn't a major threat to your Adept's armor. You get the Standby Skill bonus as well.

Player A:
Alright, let's see here... A 4, 3, 4, 4, and a 10! Not good enough... I only rolled two successes! B, can I get a recovery check?!

Player B:
I'm going to detach my CQC Twin Blades. CO, I'll throw them at the enemies facing off with Mr. A, using my head-mounted Targeting gear to take them down. How's that for support?

CO:
Perfect. Go ahead and make a Recovery Check. Use Suppression for this one, with the +2D from using your Standby Skills, of course. Also, because I think what you've come up with is a pretty cool idea, I'm giving you a little +1D bonus.

Player B:
My Suppression is pretty sad, though! Okay, I got a 4, 3, 4, 5, and a 6... Sorry, I only got two successes!

CO:
Alright, the player attempting the mission gets extra dice equal to your number of successes. Roll an extra two dice, A.

Player A:
3, and a 7... Still not enough!

CO:
Unfortunately, B's blades just hit some of the other black suits who were moving to reinforce the one with Kana.

You can't fail this mission, but because you fell short, I'm adding a Delay Counter. You can now roll an additional +3D.

Player A:
Alright, let's go: an 8, 3, and a 5. That gets it done!

CO:
With that, you somehow manage to take down the target. Kana's safe now.

Player A:
"B! Let's get out of here!"

Player B:
"Got it!"

CO:
Unfortunately, since you were slow to rescue Kana, it seems that some of the other suits were able to report in. They likely gave their boss some intel on you. During the Climax Phase, you'll get a penalty equal to whatever amount of Delay Counters you have by then.

Player A:
Ugh, my bad...

Player B:
The dice are to blame, not you! Anyway, at least Kana's safe.

CO:
You've cleared this Investigation Card. Although still sniffling from behind her tears, Kana tells you what she overheard from her captors.

The reveal condition of Intel Card B is clearing Investigation Card 2, so Intel Card B is revealed at this point.

Intel Card	
A	The Shadow Behind The Akagami Consortium

Reveal Condition
Clear Investigation Card 2

Overview
Upon rescuing the children, you made multiple discoveries. First, the secretary of the Akagamis, Aoki, was facilitating the kidnappings. Second, Aoki has minions among the black suits, and it's very likely he was the one directing Team Uyama in their crimes as well. Aoki seems to have some sort of plot for the Akagami Consortium's next summit, which is set to be held at the Yokohama Convention Center...

THE CLIMAX PHASE

ENTERING THE CLIMAX PHASE

After you've dealt with all the Investigation Cards, the villain's scheme is laid bare. They will not go down without a fight, though, so the PCs must confront them with their Convictors in Active Mode. When it's time for this final battle to take place, the CO will let you know that you're entering the Climax Phase.

▼ CHOOSING CALLSIGNS

It's easy to intercept wireless comms, so the PCs shouldn't refer to each other by their names during the fight to come. Instead, they'll pick aliases exclusive to the particular operation. The callsigns are as follows:

No.	Callsign
1	Alpha
2	Bravo
3	Charlie
4	Delta
5	Echo
6	Oscar
7	Romeo
8	Tango

No.	Callsign
9	Beta
10	Gamma
11	Theta
12	Lambda
13	Sigma
14	Omega
15	Soul
16	Kotobuki

▼ FLASHWORDS

In order to switch to Active Mode, a pilot needs to output a good deal of their stored energy. Generating this much energy, however, requires that they experience significant emotional volatility. To do this, they must flash back to the event that left a deep wound upon their heart and subsequently make use of their Flashword.

CALLSIGNS

For example, PC1 may be Bravo One, PC2 may be Bravo Two, and PC3 may be Bravo Three. You can also create your own callsigns if you like; names such as King, Queen, and Jack would work just as well as those listed in the table. It doesn't matter, as long as it obscures the identity of the person speaking on comms.

FLASHWORDS

For further information on Flashwords, see section "3.6 Flashwords."

COMBAT RULES

01. THE FLOW OF COMBAT

Combat mainly occurs during the Climax Phase, when the PCs find themselves facing powerful opponents they can't take down in their Convictors' Standby Modes.

Combat takes place on a 3x3 grid. Characters act in an order determined by their Reserves; the higher the Reserves, the sooner they'll act. Each chance to act is known as a turn, and when there's no one left to act, combat moves to the next cycle.

When it's time for combat, proceed through the following steps.

01. STARTING COMBAT

At this time, the PCs enter Active Mode and prepare for battle. The GM should describe their opponents and also inform the players what the victory condition for the combat is.

Example victory conditions:

- Destroy all enemies.
- Subdue the designated enemies A, B, and C.
- Survive for 2 cycles.

At this time, Delay Counters also take effect. For each Delay Counter the players accumulated during the Investigation Phase, the GM should roll 1D on the Delay Event Table (pg. 146). Delay Events stack with each other, but if the GM rolls the same event twice, that penalty only applies once. Also, there's a ceiling to how steep these penalties can get; see the notes at the bottom of the table.

Example:
The players have 4 Delay Counters, so the GM rolls for 4 Delay Events. They roll 3, 4, 3, 10.

This corresponds to the events "Situational Delay III," "Extra Firepower I," "Situational Delay III," and "Despair." Each event can only happen once, so the second Situational Delay III is ignored.

The effect of "Despair" has the GM roll an additional 2D and apply those Delay Events from the table. From this, they roll a 1 and a 2, so "Situational Delay I" and "Situational Delay II" also occur. The total penalty that the PCs take to their Reserves from these events is -4.

PC1 is in a Strength-type Convictor with Reserves of 8, and applying this penalty would cause their Reserves to drop to 4. Delay Events can only reduce a PC's Reserves to a minimum of 7, and so PC1's Reserves are set to 7.

2. SETTING UP THE BATTLE MAP

The battle map is made up of 3 rows of squares with each row being considered an "area." These are the Ground Area, the Midair Area, and the High Sky Area.

Ground Area (1, 2, 3)

This area is everywhere that's within easy reach of the ground. If you jump up onto a sign or a lamp post, or are standing on an elevated road, you're still in this area.

Midair Area (4, 5, 6)

You might rise into this area with a high leap, or get here by running up the side of a building. Getting into the Midair Area generally requires some manner of parkour or similar tricks.

High Sky Area (7, 8, 9)

In this area, you're high above most rooftops (though especially tall buildings or radio towers might be tall enough to put you in this area as well). You can rarely get here without special gear that lets your Convictor fly.

High Sky Area	7	8	9
Midair Area	4	5	6
Ground Area	1	2	3

The PCs can choose to start in squares 1, 4, or 7. However, they cannot start in Square 7 unless one or more of their parts gives them a means of getting to it. Depending on the situation, the GM can, if they desire, change the squares the PCs are able to or have to start combat in.

Measuring Distance

Distance between squares is measured in cardinal directions. You cannot measure distance diagonally.

Example:

The distance from Square 1 to Square 4 is 1 square.
The distance from Square 1 to Square 5 is 2 squares.
The distance from Square 1 to Square 8 is 3 squares.
The distance from Square 1 to Square 9 is 4 squares.

Also, if a weapon's range doesn't explicitly include a certain distance, it can't be used to attack targets at that distance. This is true of both PCs and enemies. For example, a weapon with range "0-1" can attack targets at a distance of 0 or of 1, but a weapon with a range of "1" can't attack targets at a distance of 0.

03. ACTIONS IN COMBAT

PC Actions

During battle, the next turn is always that of the PC with the highest Reserves. When their turn ends, their Reserves decrease by the cost of the actions they used during that turn. It then becomes the turn of the PC with the highest Reserves following that adjustment.

STADIUM-SIZED

Squares on the battle map are meant to depict fairly large regions of the Zone. By default, they each represent a section of the Zone that's about the size of a stadium, but they can be made larger or smaller as befits the situation. Of course, when this happens, it will lead to weapon ranges and such changing in illogical ways. Try to accept that the game system is slightly abstract in this regard.

PARKOUR

This is a sport where you leap and run gracefully over obstacles without ever slowing down. Although people can generally only parkour to the degree that they can jump, exoframes have no such limitation, and you are free to imagine them performing impressive feats of movement and athleticism.

A MEANS OF GETTING TO IT

For instance, if a Convictor has something like Anchor Heels equipped, they may be able to climb a tall building to get to the High Sky Area.

DECREASING COSTS

If you use a skill or the like to decrease the cost of an action, you may do so only if this doesn't cause the cost to drop below 0.

If two PCs have the same amount of Reserves, their players can decide among themselves whose PC gets to act first. If a PC has Reserves equal to an enemy's Initiative value, the PC gets to act first.

When no other PC or enemy can take any actions, the cycle ends. The next cycle begins, and each PC fully recovers their Reserves.

Cycles and Turns

Turns
The units of time in which PCs and enemies take actions.

Cycles
The period of time it takes for all characters to go from full Reserves to being unable to act any longer.

Reserves Can't Be Negative
Reserves can never drop below 0. Therefore, if an action would cause your Reserves to go into the negatives, you can’t take that action.

Enemy Initiative
If each of the PCs has lower Reserves than one of the listed Initiative values of an enemy, it becomes the enemy's turn.

Example:
If an enemy's Initiative is listed as "10-4," that enemy acts twice per cycle: once when all the PC's Reserves have dropped below 10, and again when all the PC's Reserves have dropped below 4.

04. RUNNING COMBAT

During their turn, each PC can take two actions: moving, and attacking. After attacking, the PC's turn ends, and it becomes the turn of the PC with the next highest Reserves, or the turn of an enemy when applicable. PCs may not move after attacking on the same turn.

Moving

By spending your Reserves, you can move any distance you want. It costs 2 Reserves to move 1 square. However, if you enter the High Sky Area without equipment that states that you may do so, you’ll fall at the end of your turn. Following an attack, you cannot move as part of the same turn.

Falling

For a detailed explanation of what happens when a character who's unable to fly enters the High Sky Area, see page 63. This may happen if, for example, they take an action such as jumping.

Attacking

You can attack by following the steps shown on the flowchart. Between each step, you may also use those skills that state they can be activated at the timing listed on the flowchart.

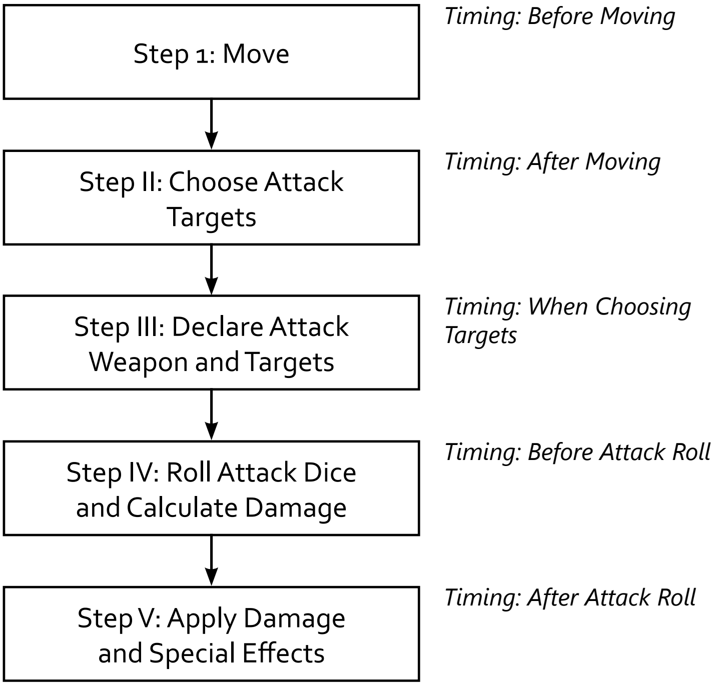
> **Step I: Choose to Move**
>
> **Step II: Choose Attack Targets**
> Choose the weapon you are using to make the attack and its target(s).

> The target(s) must be in a square that is within range of the weapon being used for the attack. If a skill subsequently moves your chosen target out of range, you may choose a different target within range; however, if no valid targets remain, you do not make an attack and your turn ends.
>
> **Step III: Declare Attack Weapon and Targets**
> Declare the weapon you're using and the targets of your attack.
>
> **Step IV: Roll Attack Dice and Calculate Damage**
> Roll the number of attack dice listed for the weapon you're using. The attack deals damage equal to the number of dice that roll equal to or higher than the target's armor rating. Make sure you use the armor rating that matches the weapon's attack type.

Negating Attacks

If a skill or similar effect reduces a weapon's dice to 0D before the roll, the attack immediately ends.

RUNNING COMBAT FLOWCHART


Step 1: Move
Timing: Before Moving
Step II: Choose Attack Targets
Timing: After Moving
Step III: Declare Attack Weapon and Targets
Timing: When Choosing Targets
Step IV: Roll Attack Dice and Calculate Damage
Timing: Before Attack Roll
Step V: Apply Damage and Special Effects
Timing: After Attack Roll

Example:
You attack using a MAT weapon and roll a 5, 7, and a 9. The target's MAT armor is 6. You rolled two dice that were equal to or higher than 6, so you do 2 damage.

Critical Damage

If you roll equal to or higher than the Critical Value on an attack die, that die does 2 damage. (The Critical Value is 10 by default, but skills and other effects can decrease it.) However, if a die rolls above the Critical Value but below the target's armor, it will not do any damage.

Example:
You attack using an ENG weapon and roll a 5, 9, and 10. The target's ENG armor is 7. You rolled two dice that were equal to or higher than 7, but one was a 10 and thus critical. You do 3 damage.

> **Step V: Apply Damage and Special Effects**
> Here, the target might use effects that reduce damage, or other things might happen as a result of the attack. You cannot attack twice in one turn, so after you've finished handling your attack, your turn ends.

02. OTHER COMBAT RULES

▼ OTHER IMPORTANT COMBAT RULES

Listed below are additional combat rules that are of importance.

Using Skills
Each PC can use each skill of the same name once during a single turn. This applies to weapon skills as well.

Height Bonuses
If you attack a target that's in a lower area than you are, you gain extra attack dice; this is known as a height bonus.

Attacking a target in the Midair Area from the High Sky Area: +1D
Attacking a target in the Ground Area from the High Sky Area: +2D
Attacking a target in the Ground Area from the Midair Area: +1D

Example:
If you're in Square 9 and attack an enemy in Square 1, you gain +2D attack dice.

Forced Movement Penalty
If you're forced to move from your current area into a lower area by an enemy or another effect, for the remainder of the cycle, you cannot move into a higher area than you were in following the end of this forced movement.

Attacks with Multiple Targets
When you attack multiple targets, you roll the attack dice for each target. If a skill causes you to roll fewer attack dice, that penalty applies only to the target in question.

Example:
PC1 and PC2 are both targeted by an attack that rolls 5D. PC1 uses their Strength-type Convictor's Remote Disturber to inflict a -3D penalty to the attack. The attack now rolls 2D versus PC1, and 5D versus PC2.

Retreating from Battle
If a character retreats from battle, they can no longer take combat actions nor can they rejoin the battle later.

Running Out of HP
If a character's HP drops to or below 0, their exoframe is too damaged to take

actions, and they're considered to have retreated from battle. If the character is a PC, they may choose to trigger Convictor Drive (see the next section) at this time. After the battle ends, PCs take penalties corresponding to how far their HP went into the negatives.

Amount of Damage Taken	Result
0 to -1	Their Convictor took severe damage, though the PC was only mildly injured; they'll be fine after a few days' rest.
-2 to -3	The PC's injuries are enough to warrant a hospital stay; they may have broken bones or the like. They'll recover in a few weeks.
-4 to -5	The PC was severely injured and therefore will be hospitalized for at least a month. Moreover, it'll take several days just for the PC to regain consciousness.
-6 to -7	The PC suffered grave injuries and will require months of hospital treatment and physical therapy to be fit for combat again.
-8 to -9	The PC is in critical condition and will need to be admitted to the ICU immediately upon arrival. It's not clear if they'll pull through.
-10	The PC's injuries are fatal.

Convictor Drive

Convictor Drive is a function that forces a Convictor to operate far in excess of its normal limits. This requires a massive amount of energy and thus a correspondingly large emotional output from the pilot. To activate it, the pilot must flash back to the cause of their trauma; the considerable energy this generates also projects their flashback in image form to other Convictors nearby.

A Convictor cannot be operated in this state for longer than a few moments and can rarely continue functioning thereafter. During those few moments, though, it gains a power unlike any other exoframe. The power it gains depends on the model of the Convictor itself.

Convictor Drive can only be activated when the Convictor's HP is at or below 0. At any time during combat, you can voluntarily take 1D of damage in order to reduce your HP to a value that will let you use Convictor Drive. If your HP still isn't negative after taking this damage, you may keep taking 1D of damage until it is.

After announcing that you want to activate Convictor Drive, you must perform the following steps:

1. If your HP is not 0 or less, take 1D damage repeatedly until it is.
2. Narrate your PC's trauma (using your As I Saw It text).
3. Use your model's unique Convictor Drive.
4. Immediately retreat from battle.

If you have sufficient Reserves, you may use skills and the like with the attack your Convictor Drive performs.

If you don't want to use the Convictor Drive function, you don't have to; however, you must then immediately retreat from battle when your HP drops to or below 0.

03. HOW TO READ ENEMY DATA

4	Illegally Modded Exoframe / type A	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
8	Melee	5D	MAT	0	7	5	2	11 - 6 - 4	No

Special Effects	[Elite]: This enemy's attack dice cannot be reduced or negated.
A mass-market exoframe modded—in flagrant disregard of its manufacturing specs—for combat use. Its strength has been boosted across the board, making it a fierce opponent.	

Threat Level

The number on the left is a rough measure of the enemy's strength. It ranges from 1 to 5. Enemies rated as a 5 are most suited to be bosses.

Behavior

Enemies behave in one of three ways:

- Optimal: The enemy always performs the action that the GM believes will be the most effective.
- Natural: The enemy takes actions that the GM thinks best fits them, based on the narrative situation and what kind of foe they are.
- Robotic: The enemy attempts to attack the closest PC, regardless of other circumstances.

HP

If an enemy's HP drops to or below 0, they can no longer take actions and must retreat from battle. This does not necessarily mean they're dead. The GM can roleplay this in any way they see fit.

Weapon Type

Like PCs, enemies have two types of weapons: Melee, and Ranged. This is mainly important as a condition for using some skills.

Attack Dice

An enemy rolls the listed number of dice when attacking.

Damage Type

Enemy attacks deal either MAT or ENG damage. When enemies that do MAT damage attack a PC, they target the PC's MAT armor.

Range

This is the range of an enemy's attacks. It works the same way as PC weapon ranges do.

MAT Armor

When a PC attacks an enemy with a weapon that deals MAT damage, they do damage equal to the number of their attack dice that roll equal to or higher than this number.

ENG Armor

When a PC attacks an enemy with a weapon that deals ENG damage, they do damage equal to the number of their attack dice that roll equal to or higher than this number.

Movement

During their turn, enemies can move the listed number of squares. For example, if an enemy has 2 Movement, they can move 2 squares on their turn.

Initiative

If one of the numbers listed here is higher than every PC's Reserves, it becomes this enemy's turn. This occurs once per number per cycle.

Flight-Capable

If an enemy is flight-capable, they can move to the High Sky Area without falling afterward.

Special Effects

An enemy's unique traits are listed here.

04. HANDLING IRREGULAR SITUATIONS

Combat is chaotic, and therefore the only thing you can expect to happen in a session of Convictor Drive is the unexpected. The rules below provide guidance on how to handle some of the more common unusual situations that can crop up. You can think of this section as a combat Q&A of sorts.

▼ SITUATIONS RELATED TO MOVEMENT

What happens to a character who's in the High Sky Area but can't fly?
That depends on how they ended up there.

Something moved them there
If some kind of effect moved the character into the High Sky Area, they fall straight down at the beginning of their next turn. When this happens, the character falls into the square directly beneath theirs, they take 1 damage (which cannot be reduced), and their Reserves decrease by 2. Reserves can drop to 0 but not below.

After this, they can move as normal. Falling does not count as movement for the purposes of other effects.

They moved there themselves (jumping)
Even if a character doesn't have a part or effect that is listed as letting them move into the High Sky Area, if they're currently in the Midair Area, they can move 1 square directly upward. This is called jumping.

After entering the High Sky Area, their movement immediately ends, even if they have squares remaining. They can then attack from their current position in the High Sky Area.

At the end of a turn in which a character jumped, they fall straight down into the Midair Area. They take 1 damage (which cannot be reduced), and their Reserves decrease by 2. You can think of this as them smashing into a rooftop or some such object.

What does it mean when something says I "can't move"?
If a skill or enemy effect inflicts this condition upon you, you can't move for the rest of the cycle, unless an enemy forces you to move.

What does it mean when something says I "can only move"?
It means you can take your turn as normal, but after you've moved, your turn ends. In the case of a PC, if a skill or other effect decreases the cost of your movement to 0, you may immediately take another turn. However, if you would once again be subject to the "can only move" effect during this second turn, you must skip it.

How do I move multiple squares?
Characters move one square at a time. If you move from Square X to Square Y, treat it as if you're moving through all the squares between them. If you move from Square 9 to Square 5, you're actually moving from Square 9 to Square 4, and then from Square 4 to Square 5; thus, you're moving from the Ground to Midair, and then from Midair to Midair.

Example:
The "Wire Anchor" part negates the cost of movement originating in Midair. Moving from Square 4 to Square 5 is considered such a movement.

▼ SITUATIONS RELATED TO ATTACKS

Can I attack characters that aren't enemies?
There's no reason to attack a character in Convictor Drive unless they're hostile, but if you have some reason to do so because of roleplay or such, you may do so. The GM is free to overrule this, of course.

How do I roll attacks against multiple targets?
If, for example, you make an attack with 3D against 2 targets, you roll a different set of 3D for both. The "After Attack Roll" timing takes place after you've rolled for all the targets.

If you find the amount of dice rolling this requires you to do cumbersome, you may declare that you want all your targets to use the same attack roll, and roll only once. However, you must announce whether you want to roll your attack only a single time or for each target prior to making any rolls. If you say nothing, the GM is to assume you're rolling for each target.

What do I do if my attack has invalid targets?
After choosing targets for your attack, a skill or other effect may cause one of these to no longer be a valid target. If this happens, you may select a new target to replace them.

However, if you're unable to select any valid target for your attack, you can't make the attack, and your turn ends. This is because your opportunity to move has already passed by, so there's nothing you can do.

▼ OTHER SITUATIONS

Can I skip my turn?
Yes. However, when you skip your turn, your Reserves decrease to match those of the PC with the next highest Reserves. It then becomes either that PC's turn, or that of an enemy if they would otherwise act at that point.

Can I (or other characters) use multiple skills at the same time?
Yes, you can use multiple skills before the same attack roll or the like. You can have them happen in whatever order you prefer. If both a PC and an enemy want to use skills at the same time, the PC gets to choose the order in which they happen.

How long do skills and effects last?
Some skills and effects note that they have an effect during “this turn.” This is expressed only for the sake of clarity, as generally skills and their effects do not last beyond the turn in which they're used. If the description doesn't otherwise specify, you should assume this to always be the case. Any exceptions, such as skills that last for "this cycle," are explicitly described as such.

What does "up to" mean?
When a phrase like "you may change up to 3 dice" occurs, it means that you may change either 1, 2, or 3 dice.

SPECIFIC ABILITIES

Can I use Wall Hold when an enemy tries to move through my square?
Yes.

How do I calculate the attack dice for the RMN-111 Pilebunker Prototype?
If you get bonus attack dice, such as a bonus +2D from Strength's "Output Stabilizer" skill:

1. Make separate rolls for the Pilebunker's base 2D attack dice, and the bonus 2D. For this example, let's imagine the Pilebunker rolls a 9 and a 10 and the bonus dice roll a 1 and a 2.
2. You would then add two more dice identical to the Pilebunker's base attack dice as they just came up: 9, 10.

After this, the dice would be 9, 10, 9, 10, 1, and 2.

If a skill or other effect reduces the Pilebunker's attack dice, these effects remove any other dice before the base 2D. If the Pilebunker's base 2D gets reduced to 1D, after rolling that 1D, add a single die with the same value (instead of two). If the Pilebunker's base 2D gets reduced to 0D, the entire attack is negated.

THE ENDING PHASE

This is the phase in which the PCs bring the battle fought in the Climax Phase to a safe conclusion, thwart the villain's plot, and restore peace to the Yokohama Zone. The GM will deliver the ending narration of the scenario at this point.

THE FEEDBACK SESSION

In this phase, you'll share your impressions of the game session with the other players, and also handle character advancement. For concrete details on how to do these two things, see pg. 66. If you're running short of time, you can skip the feedback session, but you're encouraged to do it if at all possible.

CHARACTER ADVANCEMENT

TRACKING COMMENDATION POINTS

Say that your PC gains 15 CP and is promoted to Officer 2nd Class. After that, you decide to spend 8 of your CP to personalize one of your weapons. Your rank does not go back down to Trainee. Instead, you'd record your CP on your sheet as "7/15," with the 7 indicating your current CP and 15 indicating your total CP.

01. THE FEEDBACK SESSION

After the session has come to an end, if there's time, you should hold a feedback session. This is a period in which you think back on what happened during the session and discuss among yourselves what impressions you had of things. Each player, including the GM, should do the following:

1. Comment on which scene or moment they liked the best where another player's PC was the focus.
2. Tell the GM which NPC they liked the best, if something the CO did made an impression on them, and then share any other thoughts about how the game was run.
3. Share something they were proud of that their PC got to do.

02. CHARACTER ADVANCEMENT

Each time they play through a session, the PCs earn Commendation Points. Their rank increases according to the total Commendation Points they've earned. In addition to this, players can also spend Commendation Points to strengthen their PC's equipment. Players earn Commendation Points for their PCs for completing the tasks listed below.

No.	Task	Point Reward
1	The PC survived the session.	7 pt
2	The player took part in the feedback session.	3 pt
3	The player served as the Coordinator.	3 pt
4	The player had their character sheet ready when the GM asked.	1 pt
5	The player arrived at the session on time.	2 pt
6	The PC didn't use Convictor Drive.	2 pt

Also, the GM gets the same amount of Commendation Points as the player who received the most points, plus an extra 10 points.

Rank	Required Total CP	Description
Trainee	0 ~	An entry-level employee who hasn't been given their own Convictor yet. They must undergo one year of training before being placed on a team. Mr. Aitani calls these the "Whelps of Justice." All pilots start at this rank.
Officer 2nd Class	10 ~	A rookie pilot who has just become an official member of the Enforcement Office of DRIVE's Peacekeeping Department. They operate in teams under the supervision of a CO. Having been issued a Convictor, these soldiers are expected to put it to good use.
Officer 1st Class	20 ~	Pilots with over a year of experience, or who have distinguished themselves with excellent field performance, are promoted to this rank. They can use all of the Peacekeeping Department's standard equipment and facilities without needing to get permission. They can also have their weapons and parts customized to an extent.
Specialist	32 ~	Officers who are deemed able to understand and carry out all the missions typically undertaken by Peacekeeping are promoted to this rank. They're often asked to keep an eye on rookie pilots and in cases of emergency may be appointed deputy team leaders. Specialists usually leave their standing teams and begin reporting directly to a Master Sergeant (though in some cases, they may be assigned to new teams.)
Sergeant	64 ~	Specialists who carry out their duties expediently and have demonstrated leadership ability are promoted to this rank. Many of them are subsequently assigned to rear the Whelps of Justice, as all Sergeants are expected to spend some time overseeing training.
Master Sergeant	100 ~	Sergeants with exceptional ability in a specialty area such as combat, reconnaissance, or support are promoted to this rank. Their direct-reports are usually Specialists, but they have the role of organizing all troops of Sergeant rank and below.
Lieutenant	145 ~	Master Sergeants who are uncommonly skilled at piloting their Convictors are promoted to this rank. When large-scale situations arise and need to be responded to by multiple teams, Lieutenants serve as field commanders. They're also expected to, should the operation be at risk of failing, personally intervene in their own Convictors.
Captain	216 ~	Officers of Captain rank and beyond are typically known as "career COs" and serve in command roles. To reach this rank, they must be distinguished in combat, tactics, and leadership. Ranking personnel like these sometimes take direct command of teams of rookie pilots as a risk management strategy.
Major	256 ~	Majors are considered the most elite of the active pilots in the Peacekeeping Department. Because of their peerless mastery of their Convictors, they're assigned the most dangerous missions there are.
Colonel	300 ~	Colonels are administrators who often act as liaisons between upper leadership and rank-and-file pilots. They're considered key personnel at DRIVE, and both their superiors and those of lower rank rely on them. Due to their logistical importance, soldiers of this rank and beyond are rarely allowed to take to the field; because of this, some pilots decline to be promoted beyond the rank of Major.
Vice Mecha-Commander	400 ~	Vice Mecha-Commanders are those recognized as all but equal to the Mecha-Commander in every regard; strategic acumen, mechatronics knowledge, the dignity that befits a commander, and far more. In addition to being the top echelon of the Peacekeeping Department, they're permitted to issue directives to DRIVE's other departments, within reason.
Mecha-Commander	500 ~	There is only one Mecha-Commander, and the rank confers leadership of the entire Peacekeeping Department. Commander Uoma, often known as the "ultimate pilot," is the current Mecha-Commander. He's stated he hopes that someone will soon succeed him in this role.

PROMOTIONS

You'll need to keep track of both your total and current Commendation Points. This section will explain how both come into play.

The Enforcement Office has ranks. These ranks are common to the entirety of the Peacekeeping Department. However, your CO comes from the Dispatch Office, which evaluates its employees based on different standards. Promotions are based not on your current Commendation Points but on your total. Being promoted grants you, in addition to more privileges, a higher salary and sometimes performance bonuses.

CUSTOMIZING WEAPONS

As a fresh rookie, your PC will use normal weapons. However, it's possible for PCs to customize weapons so that they have different specs.

Personalize Your Weapon... 8 pts
You can personalize your favorite weapon, altering it to your individual preferences from the general use model. When you do this, you can change its name to anything you like.

Do the following:
1. Decrease the weapon's Load by 1. (You can do this only once, and to a minimum of 0.)
2. Change its name, if desired.

Boost Firepower... 12 pts
You cannot boost the firepower of a weapon until you have first personalized it. Boosting a weapon’s firepower substantially increases its performance. When boosting a weapon's firepower, increase the weapon's attack dice by +1D. You can do this up to a maximum of +2D over the weapon's default.

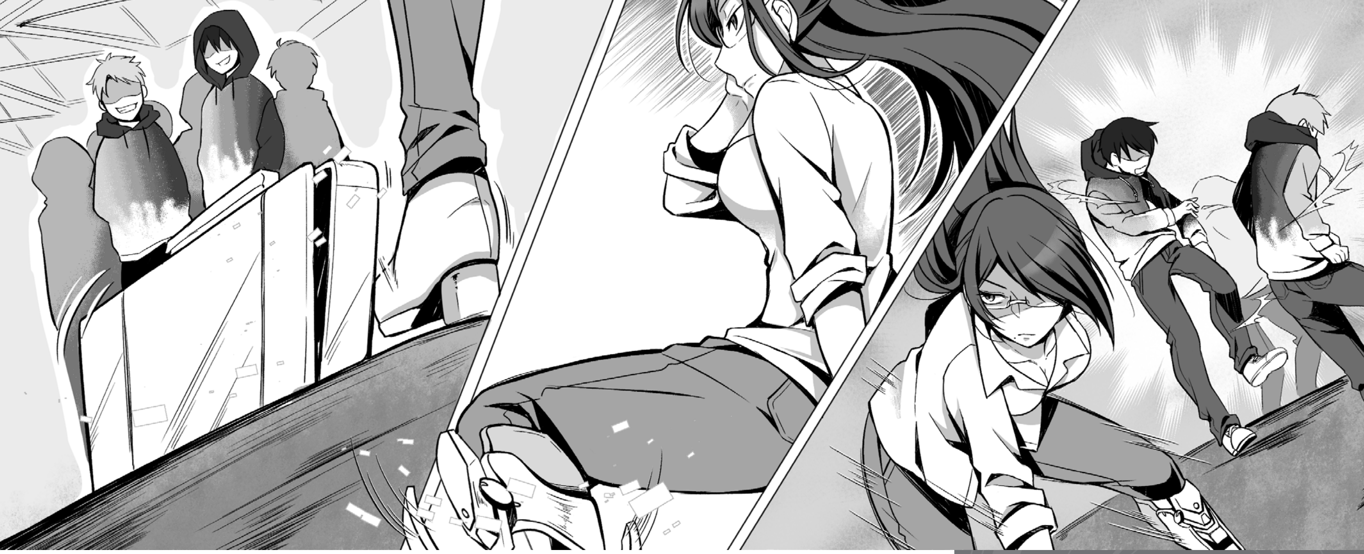
CUSTOMIZING CONVICTORS

Acquire Part... 4 pt
You acquire an additional part you can use. Choose any part you don't already have from the Head, Body, Arms, or Legs list. Before the next session, you can swap out your currently equipped parts for any other parts you own. You can do this only prior to the start of the session.

Active Mode Customizations... 12 pt
You can have your Convictor customized to improve its performance in Active Mode. When doing this, increase your Reserves by +1. You can do this to a maximum of +20 over the Convictor's default.

Standby Mode Customizations... 12 pt
You can have your Convictor customized to improve its performance in Standby Mode. When doing this, your bonus for using Standby Skills increases by +1D. You can do this up to a maximum of a +4D bonus total.

IMPROVING JOB SKILLS



Improving a Job Skill... 6 pt
You use the experience you've gained to improve your performance at one of your skills. When doing this, add +1 Lv to a Job Skill of your choice. This can only be used if the Job Skill is currently below Lv 4.

Mastering a Job Skill... 12 pt
Your intense practice and field experience has made it possible to push your skill to the limit. Choose a Job Skill of your choice that is currently at Lv 4, and increase it to Lv 5.

04. DEALING WITH UNEVEN PARTIES

If a PC who's been through quite a few sessions joins a team of fresh rookies, it may throw off the game balance. Due to this, you should generally only play a PC who's earned multiple promotions with the same group they started with. If you want to play a veteran pilot, the best solution is for your GM to grant them a higher rank as a special exception, while they start with 0 CP like the rest of the team.

If you're fond of your PC, you can naturally also rewind them to when they were a Trainee and start them off with a new group like that. If you do this, it might help to think of their former life as an alternate timeline.

It can be fun to play a PC with traumas that stem from events that happened during roleplay sessions they were involved in. When you bring an old PC to a new group, you don't need to erase everything that's happened to them. Just remember to be accommodating of your GM and fellow players as they weren't there with you for those events.

The most important thing is to play your character in a way that's considerate toward your GM and the other players.

05. NEW TRAUMAS

If you want to give your character a different trauma after activating Convictor Drive and projecting your previous one to the other PCs, you are free to do so. The events that occurred during the course of the game session may have also given your character grounds to develop a new trauma.

CHAPTER 02

WORLD SECTION

01. THE YOKOHAMA ZONE

Today, I will be introducing you to DRIVE, your new workplace. But first, let's review the recent history of the world and its influence on today's society. While many of you may have learned these facts in school, this context is important for understanding DRIVE itself.

1.1 THE MECHATRONIC REVOLUTION

At the end of the 20th century, human lifestyles were advancing faster than ever before thanks to new technologies. However, it wasn't until the official dawn of the 21st century that the world was truly transformed by tech—a transformation brought about by one man: Kusuto Aitani.

Advances in semiconductor technology in the 2010s led to smaller, faster integrated circuits. These allowed communications networks to become widespread and indispensable to people's daily lives. It's at that point the burgeoning field of mechatronic engineering came into its own, and did so thanks to state-of-the-art robotics.

Mr. Aitani, who at the time was Head of Product at our predecessor company Aitani Precision Machinery, applied these innovations to a robotic arm that his firm had designed for industrial use, ultimately leading to the creation of the first-ever exoframe. Shortly after, Aitani acquired numerous patents for related technologies developed in pursuit of the exoframe, including powerful and energy-efficient motors, auto-balancer programs, and more.

Around this point, Aitani Precision Machinery expanded into what it is known as today: Aitani Mechatronic Industries, or AMI for short. It likewise spread its enterprise throughout Japan, and then eventually, the world. To this day, AMI continues to iterate on the technology it brought into being. This series of technological breakthroughs brought about by Mr. Aitani is what we call the Mechatronic Revolution.

1.2 THE INCEPTION OF THE YOKOHAMA ZONE

Following the Mechatronic Revolution, the Japanese government began investigating how it could use mechatronics to improve the lives of its people. But at that point in time, neither the people of Japan nor their elected representatives were ready to embrace the benefits that those rapidly advancing technologies could provide them with.

The government thus decided to designate a single city as a test site for mechatronics, with the aim of expanding the technology to the rest of the country if the results proved favorable. They considered several possible locations, taking into account factors such as population, infrastructure, and geography, before finally settling on the city of Yokohama.

After consulting with the local administration of Kanagawa Prefecture—the district in which Yokohama was located—the Japanese government decided to merge several neighboring towns into the proposed zone. The citizens of the Yokohama area then voted to have it officially designated as an Ordinance-Designated Special Mechatronics Testing Zone. This region would go on to simply be called the Yokohama Zone.

Using the regulations of the former Yokohama City as its foundation, the Yokohama Zone began rapidly designing a modern legal framework to address integral systems such as communications infrastructure, transportation, and other novel technologies.

1.3. MECHA-LAWS

Ordinance-Designated Special Mechatronics Testing Zones, or Mechatronic Zones as most call them, have regulations in place known as Mecha-Laws. In the Yokohama Zone, these laws apply alongside the laws of Kanagawa Prefecture and the national laws of Japan.

These regulations comprise matters such as the licenses necessary to use novel technologies as well as the penalties for crimes committed while using them. When a suspected crime is found to be in violation of the Mecha-Laws, it is called a Mecha-Crime. This kind of criminal activity required the establishment of DRIVE as an organization to combat them, and within the Yokohama Zone, they have limited authority on par with the police.

1.4. THE YOKOHAMA ZONE TODAY

The center of the Zone, where leading companies from around the world have gathered, has become a hub of business.

The industrial area is no longer confined to the Tokyo-Yokohama coastline, as it once was. Factories run day and night, and employees are in high demand throughout the Zone, making it a popular destination for seekers of opportunity from both inside Japan and out.

Even the four-tenths of local residents who opposed the establishment of the Zone are slowly starting to come around to enjoying their new lives. Still, there are those who remain opposed to it, and political backlash and even outright riots have become a problem.

For more information on factions opposed to the Zone, see section 6.1, "Dangerous Organizations.”

02. DRIVE

This chapter covers DRIVE, the company for which we work, in detail. As an employee of DRIVE, it will be to your benefit to have a full understanding of this information.

2.1. DRIVE PRIVATE SECURITY

In the wake of the new technology created by the Mechatronic Revolution, it was clear as day that those same technologies would lead to a wave of new high-tech crime. The Yokohama Zone thus needed an organization that could deal with these crimes.

Our company—DRIVE Private Security—was founded as a joint venture between AMI and the government. Our headquarters are situated in the heart of the Yokohama Zone. From there, we carry out our two primary missions: providing security services, and keeping the peace across the entire Zone.

Providing Security Services

DRIVE provides security to both public institutions and private businesses. The majority of the facilities that research advanced technology in the Zone have service contracts with us. Those same companies often hire us to test newly developed products, and this is where much of our exclusive technology comes from, with more arriving daily.

Keeping the Peace

We, DRIVE, keep the peace by enforcing the Mecha-Laws and punishing those who break them. Our contract with the Japanese government makes this our professional responsibility, and the authority to carry it out is inscribed within the Mecha-Laws themselves. We thus possess the same power as law enforcement, just in a slightly more limited fashion.

Unfortunately, at present, cases where the Mecha-Laws would apply frequently overlap with other laws and ordinances, and the line between them is unclear. Determining who has jurisdiction is a source of considerable friction between us and the police. As a DRIVE employee, it's your responsibility to keep the Zone safe, but it will often not be clear whether you truly have the proper authority to do so. Be mindful of this as you go about your duties.

DRIVE takes pride in being known as one of the best places to work in the Zone. We're not a large organization, but our wages, PTO, recreational facilities, and other benefits are on par with leading corporations like AMI. This is because Mr. Aitani considers DRIVE's mission to be of crucial importance to not just the Zone but the entire world. He has therefore directed us to treat our employees well, and we do.

However, as keepers of the peace, it falls to us to handle emergencies. There will be times when those who work in certain departments of DRIVE may find their vacations interrupted.

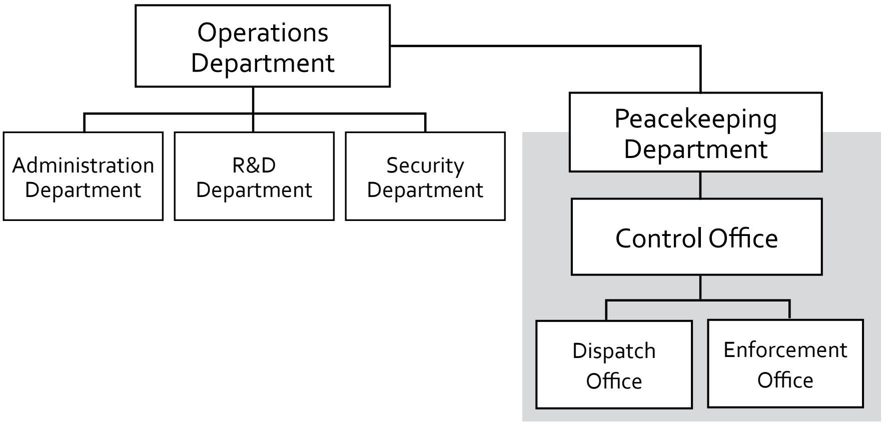
When hiring, DRIVE considers applicants who have a high school or college education. The Peacekeeping Department is an exception to this and may conduct interviews with those who have only completed compulsory education.

2.2. DRIVE'S CORPORATE STRUCTURE

DRIVE is organized into several departments, based on the job function of the employees within them. At the top, Operations oversees all activities and policy decisions across the agency. Beneath them are four other departments of equal status to one another: Administration handles all matters related to DRIVE's business logistics, R&D is in charge of managing company equipment and testing new gear, Security handles our contracts to provide the security services in question, and Peacekeeping upholds our mission to maintain the peace in the Yokohama Zone.

We station our employees in those departments that allow them to best exercise their talents and carry out their duties. Within each department are subdivisions known as offices, and within those, employees are organized into teams on an as-needed basis.

DRIVE AT A GLANCE



Operations

Operations is the department that determines policy for the whole of DRIVE and keeps everything running. It contains many employees on loan from AMI, and the Sales and Public Relations offices, among others, operate directly under it. Operations is also DRIVE's point of contact for governmental bodies such as the Bureau of Mechatronic Oversight (which we'll discuss later).

Administration

Administration is the department which handles miscellaneous logistical duties such as human resources, accounting, and IT.

R&D

R&D is the department that creates the equipment we use here at DRIVE and is also in charge of keeping it in working order. Any new parts or customizations you want for your Convictor have to be handled by R&D, so don't be surprised if you end up seeing more of them than you do of the other departments.

In the pursuit of new technologies, R&D frequently partners with numerous companies and think-tanks, most notably the Ministry of Defense's Technical Research and Development Institute (or “TRDI” for short.) They've also developed some in-house gadgets entirely on their own.

Security

Security is the department in charge of security services. They monitor, investigate, and put a stop to high-tech crimes that grow more sophisticated by the day, while also fulfilling DRIVE's contracts with its various public and private sector partners. Although this division does not have any employees equipped with Convictors, the Mecha-Laws permit them to use combat exoframes in the course of their duties.

That covers DRIVE's corporate structure, with the exception of Peacekeeping, the department where you're going to be working. Let's go over that in greater detail now.

Peacekeeping has three offices: Control, Enforcement, and Dispatch. Our chief duty is to keep the peace in the Yokohama Zone using our Convictor pilots.

Unique to the Peacekeeping department is that every employee is assigned a rank, distinct from their position in the company. There are twelve ranks, with the lowest being Trainee, and the highest being Mecha-Commander. Employees rise in the ranks according to their capabilities and their achievements.

These ranks are common throughout the entire Peacekeeping department. That is to say, if a Captain in the Dispatch office gets transferred to Control, they'll maintain their rank of Captain. Because of this, Enforcement's team leaders are often high-ranking officers pulled from Control or Dispatch.

Having ranks reminds us that we, DRIVE, are a semi-official organization. Your rank will determine the equipment you have access to and your authority to issue commands to others. Team leaders are chosen from among those who have both earned a high rank and distinguished themselves within the company. In that capacity, they're known as "commanding officers," or often just "COs." Only COs can authorize others to use Active Mode in the course of their duties.

For more information on Operation Modes, see section "3.4 Operation Modes."

Control

Control makes sure that orders get to those they're meant for. Their primary purpose is to hand down mission orders to Enforcement under the direction of Operations, or on their own analysis and initiative based on reports from Dispatch.

Almost all of Control's personnel transfer in from elsewhere in DRIVE, chosen from among senior employees of Operations, Enforcement, and Dispatch. On rare occasions, a rookie from the Enforcement or Dispatch offices may be recognized as having the potential to become a superb commander or manager and reassigned to Control where their talents can be cultivated accordingly.

Enforcement

Enforcement is where all active-duty Convictor pilots are stationed. This is the office to which Trainees such as you will be assigned.

As a member of Enforcement, you should expect Control to issue you with a broad scope of missions. Your work may consist of stopping Mecha-Crimes around Yokohama, responding to requests for backup from the Yokohama police, or assisting the people of the Zone with their problems.

Due to the nature of Convictors, your promotion to active duty will follow a certain procedure. Upon your official assignment to Enforcement as an Officer 2nd Class, you will be placed into a team under the direct supervision of a commanding officer. By convention, these teams are typically named for said commanding officer.

Once you or one of your fellow rookies on the same team is promoted to Specialist, the brass will evaluate whether to reorganize that team. Employees of Specialist rank or above are considered capable of carrying out their duties without direct oversight, so for maximum flexibility, we form them up into teams in response to each new situation. That said, good teamwork and other factors often outweigh flexibility as a consideration, so a team with chemistry may be kept together for an extended period of time.

Dispatch

Dispatch serves as an intermediary between Control and Enforcement. When Mecha-Crimes occur, they're the first to know, after which the other offices take over.

Having proper information is vital to making full use of your Convictor, so you'll find that Enforcement has strong ties to Dispatch. It's often the case that a CO who takes on new hires will be from Dispatch.

2.3. KEY PERSONNEL OF DRIVE

There are two names from DRIVE which every rookie in the Peacekeeping Department needs to know.

Shouko Hozu
Ms. Hozu is Head of Operations and serves as DRIVE's representative director. She was once Mr. Aitani's secretary, and he personally appointed her to be one of DRIVE's senior executives.

She's not a pilot herself, but there's no one more determined than her to protect the Yokohama Zone from every danger it may face. It's often said that only someone with her exemplary talent for management could have so quickly forged ties with DRIVE's many partner organizations.

Shin Uoma
Mr. Uoma is the head of the Peacekeeping Department and holds the rank of Mecha-Commander. Once a member of the Japan Self-Defense Force, he is an old friend of Mr. Aitani.

Although it's his agreeable personality that makes him so popular, his ability as a squad commander and a duelist is peerless, and you'd be hard-pressed to find someone who didn't agree that there's no one better at keeping the peace than him. He's also one of the few COs who continues to be an active Convictor pilot.

Your duties probably won't bring you into direct contact with either of these individuals, but they should serve as role models to you, and to all of DRIVE, just the same.

2.4. STANDARD-ISSUE EQUIPMENT

As an employee of DRIVE, the company will supply you with the equipment you need to do your job. Every employee receives a uniform and a D-pad, while employees of the Peacekeeping Department are also furnished with a D-com and D-bullets.

Uniform
The DRIVE uniform is a unisex design worn by all employees regardless of rank or position. It may look like it's made of ordinary cloth, but it's actually flame-resistant and impact-absorbent thanks to the sophisticated materials used to create it. We issue every employee this same high-quality uniform in the hopes that, no matter the emergency, it will increase their chances of survival—if only marginally.

D-pad
A collapsible PDA in the style of a tablet. It will serve as your employee ID badge and can, of course, also be used to read e-mail and other documents. Since our training materials are digital, there's a good chance you're reading this on a D-pad right now.

D-com
A miniature comm device. Its microphone picks up subvocalizations, and its speaker conducts audio directly to one's aural bone structure. No one will notice you wearing it, but its minute size does not compromise its functionality. To turn it on and off, or to use its other functions, simply tap it the correct number of times.

D-bullets
Non-lethal bullets that only the Peacekeeping Department is permitted to use for the enforcement of Mecha-Laws. They incapacitate their targets with a high-voltage electric shock. Designed for use against human targets

only, they will do no meaningful damage to anything else.

The firearms presently issued to DRIVE's pilots are the same 9mm handguns also used by the JSDF, but D-bullets are now made in several calibers and can thus be used as ammunition for the Convictors' Standby Weapons, so many pilots of Adept and Shooter-type Convictors simply opt for these Standby Weapons over the 9mms.

In order not to alarm citizens, DRIVE personnel are forbidden from carrying firearms at their waists or hips. Instead, they must use their shoulder holsters to keep them appropriately concealed beneath their arms at all times when not in use.

2.5 CHALLENGES FACING DRIVE

DRIVE presently faces two major challenges: maintaining good public relations, and increasing the manpower of our Peacekeeping Department.

At present, those who live in the Zone have little understanding of what we do at DRIVE. We urgently need to increase public awareness of the vital role we play, particularly our mission of keeping the peace. Thanks to the government’s promotional efforts, a fair amount of people have heard our name, but not many are aware of what exactly it is we do, nor do they understand the authority we hold, so it can be difficult to get civilians to cooperate with us during investigations.

We'd be able to resolve no small amount of situations more quickly if we could count on the cooperation of the Zone's residents. Unfortunately, our strained relationship with standard law enforcement leaves us few avenues for improvement.

Be aware that out in the Zone, the average civilian's understanding of your role will be along the lines of thinking of you as a high-tech handyman. You may be asked to do various things unrelated to the Mecha-Laws, like fix machines or look for missing cats. We ask that you consider performing these tasks, no matter how trivial they may seem, in an effort to enhance our reputation as well as build and maintain rapport with the public. Our ultimate hope is that, over time and through these deeds, the Zone’s citizenry will better understand and therefore empathize with our core mission.

As for recruiting, it's also a priority, but there are limits to how proactive we can be about it. These limitations are due to the special nature of Convictors themselves; being able to pilot one is a requirement for being assigned to Peacekeeping, or more specifically, Enforcement. Even if a candidate is physically and mentally fit for the position, if they do not suffer from the trauma necessary to activate the RING system, they'll have to be placed elsewhere in the company.

The fact that RING can only be activated by psychological trauma is strictly confidential to DRIVE personnel only. This means we rarely have any avenues to openly recruit or search for suitable candidates.

At present, we're coordinating with medical establishments across the nation to directly recruit candidates, however, our current onboarding rates aren’t meeting the growing number of Mecha-Crimes across the Zone. We hope to remedy this by strengthening our ties with medical establishments and others who work in the public safety field, as well as recruiting from a wider pool of candidates who suffer from trauma.

While we're working diligently on ways to confront these challenges, there’s no one silver bullet, and thus the challenges remain serious threats to DRIVE's future.

03. CONVICTORS

This chapter is an instruction manual for the powerful exoframes, Convictors, that you'll use in the course of your duties. Pilots such as you have been assigned to the Enforcement Office under DRIVE's Peacekeeping Department. You must have a thorough understanding of what it means to pilot a Convictor and how to do so safely.

3.1 CONVICTORS, IN BRIEF

Convictors are high-powered exoframes personally designed by Mr. Aitani using the latest technology. They have strength on par with heavy-duty machinery, offer greater mobility than motorcycles, and can process data almost as quickly as supercomputers.

Modern engineering techniques could easily design an exoframe with any of these capabilities, or even all of them if one had a large enough power source. What makes the Convictors a cut above the rest is that they can do all this in a package not much larger than the person inside them. This was made possible by AMI's comprehensive understanding of mechatronic technology, and Mr. Aitani's invention of the RING. Of course, there's a catch: it's mandatory for every Convictor pilot to have a high affinity with the RING systems that power them.

The Convictors are symbols of DRIVE itself. As a Convictor pilot, you will wield great power. Be aware of the responsibility you have been entrusted with as you carry out your duties. The name "Convictor" comes from the word "Conviction." Thus, a Convictor is one such as you, who acts with conviction—the will to see justice done.

3.2 THE RING SYSTEM

The secret behind a Convictor's incredible performance is the nanomachines that serve as its power source, known to most as Receptive Intermediate Nanotechnology Generators, or "RING" for short.

As a pilot, you'll receive a dose of RING, which will circulate within your blood and through your organs. There, it will store your bioenergy (meaning the thermal and kinetic energy you naturally generate) and amplify it. This energy will then be converted into power for your Convictor.

In our modern world, components such as actuators have become quite small, but it is still necessary to have power sources such as batteries that correspond to their output. By using RING to turn pilots themselves into powerful batteries, in the Convictors, Mr. Aitani has created exoframes that have an exceptional degree of power relative to their size.

However, RING can be activated only by specific patterns of brain activity, and these patterns are what make one a Convictor pilot.

Countless experiments went into the making of the Convictors. There were a number of strict requirements that had to be met, such as placing minimal strain on the pilots, adequate storage of energy, and adequate amplification ability thereof. After an unfathomable number of combinations of materials, manufacturing techniques, and refinement took place, the nanomachines produced were the stuff of dreams. But even then, the inconsistency of the amplification startup sequence remained a major problem.

After much analysis and investigation of those within whom RING was able to amplify bioenergy, we reached the conclusion that what they had in common was psychological trauma from the loss of something dear to them.

Without this trauma, there is simply no way to produce the same result. Furthermore, our research showed that the more emotionally vulnerable a person became when they lost that which they loved, the greater the power they can output is.

Mr. Aitani believes that the scars on one's heart are the key to activating a Convictor. It takes a strong will to face one's past and the emotions that threaten to overwhelm you when you do all stem from that will. The strength born at that moment is the very same justice that Mr. Aitani believes in.

3.3 COMPONENTS

The components of a Convictor fall into two broad categories: its inner suit, and outer armor. In combination, these create a fully functional Convictor.

Inner Suits

This portion of a Convictor sits under the armor, adhering to the body like a second skin. All inner suits cover the pilot's entire body from the neck down and resemble full-body tights, regardless of the Convictor model.

The special fabric that it's made from incorporates nanotechnology similar to that of the RING system. On account of that, it can only be put on or removed in special DRIVE facilities.

The inner suit makes it possible to transmit bioenergy with greater efficiency when you are operating your Convictor. As such, it is vital to wear one's inner suit regardless of whether you are in Standby or Active Mode.

Inner suits function as low-powered exoframes, and can eliminate any differences in physical capabilities from body type, gender, or age.

Outer Armor

These exoframes, made from proprietary alloys invented by AMI, are custom-built according to each Convictor model's traits. The inner suit serves as the outer armor's foundation, and they are connected via fixtures in various places. It is through these fixtures that the inner suit supplies energy to the outer armor, allowing it to use the Convictor model's special characteristics, such as power or speed.

When not in use, outer armor is normally stored in a portable case. Depending on the model of Convictor, these come in various types, including briefcases and wheeled suitcases. These cases are tuned to your BMI (brain-machine interface). With just a thought, the parts stored within can fly into place and armor you up in an instant. Some of these cases also incorporate collapsible weapons.

3.4 OPERATION MODES

Having explained the components of a Convictor, we'll relate this to its operation modes. Convictors can switch between three modes: Safe Mode, Standby Mode, and Active Mode.

Safe Mode

This is the Convictor's idle mode, in which a pilot is only wearing their inner suit. As was mentioned previously, the inner suit alone functions as a low-spec exoframe. This ensures that pilots in Safe Mode all possess equivalent physical capabilities, regardless of age or gender.

Safe Mode places no strain upon one's body to speak of. In theory, a pilot could remain in it forever.

Standby Mode

When the situation calls for caution, you may partially equip your Outer Armor. This is known as Standby Mode. This allows you to use the specific functions of the equipped armor part for a limited time.

You can even use weapons, such as the guns or blades that you've requisitioned. However, when used in this way, they are placed in non-lethal modes where their output is suppressed. Weapons used in this fashion are referred to as Standby Weapons.

A Convictor in Standby Mode has enough power to easily go toe-to-toe with a standard combat exoframe and take it out. However, this comes with drawbacks. For one, when you switch to Standby Mode, you'll suffer momentary discomfort on account of your psychological trauma. Then, once you're in Standby Mode, your RING will drain your physical stamina as it operates at a higher level.

The longest operating period for a Convictor on record is four hours, after which the pilot fainted from exhaustion. By switching back to Safe Mode, pilots may be able to extend their activity time, but it's not recommended to exceed more than four hours total in Standby Mode before getting adequate rest.

Pilots can switch to Standby Mode at their own discretion if their rank is that of Officer 2nd Class or higher.

Active Mode

In cases where there are a great number of people to protect, or when fighting multiple combat or illegally modified exoframes, your superiors may determine that using Standby Mode is too risky and allow the use of Active Mode. When in Active Mode, you'll wear your complete set of outer armor, and your RING will produce its maximum output to allow for full operation of your Convictor.

When in Active Mode, no ordinary weapon is capable of stopping a Convictor. But while it offers incredible power, it shortens the Convictor's continuous operation time to 30 minutes. Exceeding this limit risks grave injury to your heart and mind alike and is rarely permitted. Moreover, once released from Active Mode, your RING will fall into a dormant state; it won't be able to operate again thereafter for a minimum of 60 minutes. It's critical that you stay mindful of this in combat situations.

To switch to Active Mode, you must have the permission of your CO. This is in part to reduce the risk of collateral damage, but the main reason is to ensure that DRIVE can provide you with the necessary support from HQ.

In situations where a pilot must use Active Mode, the difference between life and death for someone they're guarding, or for the pilot themselves, can come down to a fraction of a second. DRIVE can give you this fraction by having the next-generation supercomputer, Serpens, bolster your reflexes and movement.

Only a CO can request that Serpens provide support to a Convictor. Without this support, it isn't possible to use a Convictor at 100% of its power—as is needed during melee combat, long-range firefights, or to get around as fast as possible.

Switching to Active Mode requires both your CO's permission and after that, your Flashword. Flashwords are covered in section 3.6.

3.5. MODELS

There are four models of Convictors, each with its own unique design and intended purpose. Pilots specialize in operating one of these models.

If they're unable to choose a model, they will be issued the model for which their RING has the greatest aptitude. This has no relation to age, gender, or any other physical characteristic. We haven't yet been able to figure out how someone's RING becomes inclined for a particular model; it is essentially random.

Adept

Their balanced array of offensive, defensive, and auxiliary functions make the Adepts the most versatile of all Convictor models. On account of their adaptability, Adept models are well suited to handle practically any situation.

Pilots with an affinity for the Adept model tend to assume positions as field commanders after gaining enough battlefield experience.

Strength

Strength models are characterized by their unmatched armor, power, and endurance. This model is a heavyweight, possessing the thickest armor of all the models. It's built on the same concepts as industrial exoframes, emphasizing power and endurance.

Though this comes at the cost of mobility, their durability and overall toughness offset their sluggish nature, making them ideal for the role of protecting their fellow pilots from harm.

Shooter

Shooter models are unmatched in the areas of marksmanship and suppression fire, out-classing all other Convictor types as well as the combat exoframes used by law enforcement and the Japanese Self-Defense Force.

A Shooter's hardware focuses on enhanced sensors and processing power. Using these features, this model specializes in firepower from a distance.

Runner

Runner models prioritize speed above all else. Their designs, taking cues from transport exoframes, strip their components down to the bare minimum to allow for unrivaled dexterity.

Their agility makes up for their fragile nature, allowing them to quickly reposition themselves in combat situations in order to help allies and hinder enemies alike.

3.6 FLASHWORDS

To switch to your Convictor's Active Mode, you must say a Flashword.

A Flashword is an utterance that bears a profound connection to your trauma. It doesn't matter how long it is, nor what it is—a name, a place, a time, anything—all that matters is that it makes you question yourself. This is how you intentionally invoke your own pain, drawing out the emotional vulnerability caused when you lost that which you loved. That vulnerability raises your RING's output, allowing it to fuel your Convictor.

It's easy to imagine the panic that would normally set in when one looks at their own trauma. To combat this, you will be undergoing thorough training to regulate your emotions so that you can operate your RING without experiencing a panic attack. This will be the hardest thing you do during your training as a pilot.

If you want to give your all to a battle where you protect that which is most precious, then you cannot avoid explaining yourself. As trainees, I want you to find the resolve to do just that.

During your daily life, you may inevitably hear your Flashword, or encounter situations similar to that in which you were hurt. Your training will also help you avoid activating RING at these times.

What your RING responds to is, in essence, the emotions and brain waves you produce when you turn to resolutely face your most painful memories. Therefore, it’s rare that your RING will respond to situations such as conversations or chance encounters, even if they are reminiscent of your pain. That said, there exists the possibility of unconsciously being riled up by some kind of malicious provocation from others, and so you will need to continually undergo psychological training.

3.7 CONVICTOR DRIVE

There are situations where even Active Mode will prove to be insufficient. Although you shouldn't expect to encounter these often, Mr. Aitani believes that the ability to overcome even these impossible situations—the ability to protect—is what DRIVE is about.

Because of this ideal, Convictors are equipped with a function to be used as a last resort, a function known as the Convictor Drive.

By immersing yourself in your past entirety, and allowing for even more pain than your Flashword exposes you to, your RING will drive straight beyond its limits. This grants you, for a brief moment, the ability to harness power beyond even that of Active Mode.

Using the Convictor Drive will leave neither your Convictor nor your body unscathed. On account of this, you're strictly forbidden to use it outside of the most dire of circumstances.

Be warned that if you use the Convictor Drive in the proximity of other Convictors, those Convictors’ pilots will also witness the memories you are reliving. No robust theory yet exists to explain this phenomenon, but Mr. Aitani believes it may be an illusion created by RING as an empathic reaction to another's turbulent emotions.

3.8 A FINAL WARNING

The power of a Convictor depends on its pilot's physical and mental conditions, or to be more precise, the level at which their RING is able to operate. When you use your Convictor, the amount of bioenergy it consumes—and the strain it puts on your mind and body to output that bioenergy—is your decision.

As previously mentioned (see "3.7 Convictor Drive”), the RING system does not have any built-in limits, as Convictors would be without meaning were there ever a time when their pilot wished to protect something and could not.

But be aware that, as a consequence of this strain, you may never be able to don your Convictor again. It would likewise be without meaning if you protected something yet failed to protect yourself. Heed this warning well, pilots.

3.9. MOVING ON

Only one who has experienced the pain of losing something they loved can pilot a Convictor. But it is not the case that only those who overuse their RINGs become unable to pilot one ever again.

When you face your past, you may eventually come to accept it and be able to move on from it. Should this happen, it is synonymous with having no affinity with any Convictor. We at DRIVE refer to this simply as "moving on," and we earnestly hope that it's something every one of our pilots will someday be able to do.

There is nothing wrong, nothing shameful, with being unable to pilot a Convictor. Should it happen to you, you will find that DRIVE will only be happy for you.

If you remember nothing else in this briefing, please take this one thing with you.

04. AMI AND BDS

This chapter discusses the two corporations with which DRIVE is closely involved. In a sense, DRIVE exists because of them. Know them well.

4.1 AMI

“AMI” is short for Aitani Mechatronics Industries. They're among the most advanced companies in the world when it comes to mechatronics research and continue to lead the way in the development of new and innovative technologies. We, DRIVE, are a subsidiary of theirs.

It's no exaggeration to say that without AMI, there wouldn't have been a Mechatronic Revolution. Every exoframe used throughout the world relies upon the fundamental technology pioneered by AMI.

AMI's business philosophy is one rooted in the belief that people should use technology to "do good." This is illustrated best by the fact that AMI employees do not seek to earn profit for the company but rather hope that new technologies will become widespread throughout the world, and be of aid to everyone. Their corporate culture, for better or for worse, is that of one large hackathon. And since there's no shortage of workaholics on the team, AMI focuses far more on providing a comfortable work environment than most companies.

AMI's primary fields of research relate to exoframes, robotics, and other mobility devices. In general, rather than manufacturing or selling exoframes themselves, AMI licenses their technology to other companies as their core business. Companies that wish to purchase licenses from AMI must meet several criteria put forth by their sales and legal departments. Should a company meet those criteria, however, then nothing else matters, even when it comes to direct competitors, which AMI will offer the same prices to as any other customer, so long as said criteria are met.

They also invest a measure of their profits in technologies that show potential, particularly those which arose from within the Yokohama Zone.

4.2 KUSUTO AITANI

Mr. Aitani is the director of AMI and the chairman of Aitani Mutual Holdings. A leading engineer possessing peerless intellect, it was his mind that originally set the Mechatronic Revolution in motion. And yet, he is no mere academic; his insight is often sought on political matters as well. He himself claims he has no talent for management and prefers to evaluate things—even himself—as objectively as possible, rather than trusting in his own abilities.

He has created a surfeit of inventions inspired by his philosophy of how exoframes should be used. It was his hope that his mechatronic technology would benefit the world, but humanity has not been as open to it as he anticipated. Although he wished that such an invention wouldn't be necessary, somewhere deep inside, he began to consider the Convictors.

At present, it's generally not possible to get in direct contact with Mr. Aitani. This is because he regularly travels between a variety of safehouses located all around the world, in order to escape those who want him and his research.

While Mr. Aitani keeps a Convictor at hand and is a pilot himself, he no longer has full mobility due to the aftereffects of a prototype for which he used himself as an experimental subject. Because of this, he uses an android or a 3D hologram to make public appearances.

4.3 EXOFRAMES

Exoframes are the next-generation powered exoskeletons that Mr. Aitani's R&D efforts brought into being. Convictor armor is, in a sense, an evolution of the same technology.

Most exoframes are devices worn upon the arms and legs and can be thought of as portable replacements for large machinery such as cars and construction vehicles. Thanks to their intuitive manner of operation—with none of the previous steering wheels, switches, and the like—exoframes see use in a variety of industries and sectors. They vary in price, power, and size, but budget models are typically small and low-powered, while expensive models are larger, with impressive performance to match.

For further information on exoframes, see section "5.3 Types of Exoframes."

4.4 BDS

"BDS" is short for Balance Delivery Service. Originally part of the defense industry, they specialized in the development and provisioning of weapons systems at the time. In the peaceful country of Japan, not many people are familiar with this side of their business, but they're notorious to those who are involved with the military or have an interest in modern armament. Many of BDS's products are not legal for public sale in the Yokohama Zone, or anywhere in Japan.

BDS's corporate ethos is "We shall bring balance to the world." Rather than mandating a certain interpretation of this company-wide, they instruct their employees to do as they see fit. Each branch office and individual department is allowed to set its own objectives and conduct business as they wish. Most of these autonomous units are focused on profit above all else and care little for business ethics; however, a few parts of the company try to respect the law and contribute to the cause of peace.

BDS is not just an arms manufacturer. They are purveyors of "human resources" such as soldiers and engineers, and "pharmaceuticals" that are prized on the battlefield. Their products have a low cost and high performance compared to their competitors, but it is often debated what exactly they do to keep those costs low.

Mr. Aitani suspects that their presence in the Yokohama Zone is a mere facade and that they're secretly using it as a test bed for their experiments. It is a known fact that BDS has been tenuously linked to no small number of Mecha-Crimes.

Unfortunately, BDS is well connected with many political and underworld factions, and they're quite effective at covering up their crimes and disrupting attempts to monitor their activities. For that reason, it's hard to prove that BDS needs to be brought to justice. We can't simply go in and arrest the masterminds. Even if we could, as BDS personnel have little loyalty between themselves, arresting individual employees might just lead to others stepping up to take their places.

4.5 KEY PERSONNEL OF BDS

There are two people involved with BDS who you should be especially wary of.

Ash Knott

Dr. Knott serves in the role of BDS's CEO. A genius the equal of Mr. Aitani, he was at one time considered a researcher who was second to none in the field of medical nanomachines. Prior to founding BDS, he sought to use his brilliance to fight a rare contagion that arose in the Middle East but was unsuccessful. That is the extent of his public record, but we have been unable to verify how much of it is true.

Although he's known to be an adult male, Dr. Knott is a master of disguise known for using his small and androgynous stature to appear otherwise. Those from DRIVE who have seen him in person, including Mr. Aitani, attest to him once remarking his favorite appearance is that of a young boy with brown skin.

Knott himself idolizes balance, and that is why it is integral to BDS's business philosophy. Arms dealing is just one means to this end, and it's said that he turns down no business opportunity that serves his purposes.

There have been witness reports of the aforementioned boy in the Yokohama Zone, so it is possible that Dr. Knott is secretly present in the Zone at this very moment.

Hildos Ackland

Mr. Ackland is the chief of the BDS Japanese branch. A capable man whose professional specialty is said to be cunning itself, his inventiveness and evasiveness both continuously vex DRIVE, so he's been marked by us as a person to be careful around.

He seems to never run short of ideas on how to stretch profits via legal loopholes or means of escape after he's been arrested. None of his schemes are grand in scale or even meticulously planned; what they are is endless. DRIVE must respond to each violation of the Mecha-Laws, no matter how small, and due to our ongoing personnel shortage, Mr. Ackland is a major thorn in our side.

He continues to evade DRIVE's search efforts to this day, and Dispatch is regularly chasing whatever leads they can find concerning him.

4.6 DEVIATORS

During the riots that took place when the Yokohama Zone was first established, BDS attacked AMI and stole an experimental Convictor prototype. They used this to develop the weapons known as Deviators. Documents we've confiscated from BDS show this to be derived from the word "deviation."

At present, although it appears that BDS has created a functioning product, Deviators don't yet have a reputation for being effective and as such there isn't market demand for them; thus, BDS has provided them to only a few of their customers to try out as something of a loyalty reward.

Deviators are based on the same technology as Convictors; nanomachines are injected into a pilot, they wear a suit, and layered atop that suit is an armored section that also serves as a weapon platform. But compared to the Convictors, they're more dangerous in every sense of the word. For one, they possess higher offensive output so that, if they should hypothetically take on a Convictor, they will win. Secondly, they place more strain on the pilot's body and mind alike.

Although BDS is primarily an arms manufacturer, they have engineered nanomachines similar to RING, which share the same basic requirement of activation by trauma. The difference is that Deviators will supply that trauma on the spot by torturing their pilots or even injecting them with certain drugs. The more that a Deviator pilot uses their pseudo-RING, the greater the danger they expose themselves to.

Although Deviators are fearsome weapons, they have two weaknesses. One is that, due to the strain they place upon the pilot, they have a shorter operating time. As Convictor pilots are thoroughly trained in being exposed to their trauma, they have the advantage of being able to remain stable for longer.

The second weakness is that they can't be put on or taken off on their own. The ability to transform Convictors' outer armor into a portable carrying case compromises their firepower, and this was a compromise BDS was unwilling to make. Deviators must be put on and taken off in booths known as "M-boxes." As these M-boxes have a large power draw, this can be a clue to discovering their location.

05. TECHNOLOGY IN THE WORLD TODAY

In this chapter, we'll review the ways in which the Mechatronic Revolution changed the world.

5.1 TECHNOLOGY OUTSIDE THE ZONE

First of all, take note that places within the Yokohama Zone are commonly referred to as "in the Zone," and everywhere else, whether inside Japan or overseas, is referred to as "outside the Zone."

Following the Mechatronic Revolution in the early 2010s, mechatronic technology has advanced rapidly even outside the Zone. But mechatronics has still been slow to find its applications in the business world.

Advances in semiconductors allowed the mobile phone to become the smartphone; the internet made communication occur at the speed of light; and computers gradually became as commonplace as cars—such is the typical manner in which technology progresses. But for mechatronics, the world outside the Zone doesn't yet have the foundation to take advantage of its many blessings.

Cars are still widely used as transportation, and although some advertisements are holographic, they're rare because of the size of the projectors. Some businesses are testing the use of robots to serve customers, but they're considered inferior to human employees. While exoframes have seen some adoption outside the Zone, there are no more than 10 of them for every 100 automobiles.

Exoframes have been taken up with the greatest enthusiasm on construction sites, and some forward-thinking defense contractors also use them. To that end, exoframes are being embraced for purposes where they can provide the necessary output at a far more compact size than conventional vehicles.

When they don't come into conflict with a nation's values, the technologies that AMI creates are spreading throughout the world at a slow pace. This is because it takes time for those nations to determine whether the technology is safe to be taken out of the Zone.

The technological beliefs that Dr. Aitani advocates are as revolutionary as they are personal, and thus making them understood and broadly accepted is difficult at best. In regard to pharmaceuticals, each nation has their own process for legalizing new drugs, which inevitably takes time. It is in much the same fashion that tech experts as well as the small portion of the general public interested in the latest, cutting-edge technologies wait eagerly for those technologies to be legalized in their own countries.

5.2 TECHNOLOGY IN THE YOKOHAMA ZONE

In the Zone, novel technologies have been adopted far more widely than they have outside it. This is because the Zone is a model city established to show the world what these technologies can make possible.

One clear difference is the adoption rate of exoframes, which AMI has tirelessly promoted to the locals. The average person in the Zone is far more familiar with exoframes than those outside it. There are approximately 60-70 exoframes of various types (we'll go over some concrete examples later) for every 100 vehicles in the Yokohama Zone. Not every person owns their very own exoframe yet, but it's safe to say that each household owns at least one.

The Zone isn't lacking when it comes to other types of technology, either. There are special goggles that link up to your smartphone to allow VR and AR experiences and are usable wherever phones are. Small, one-person mobility exoframes are popular and can be seen keeping pace with motorcycles and bicycles. Shipping providers and many other companies employ drones to drastically lower their delivery times as well as the costs they would incur paying human workers. The latest technology to take the Zone by storm is AI; day by day, robots become more and more adept at communicating naturally and displaying realistic emotions.

Not every field has seen this degree of innovation, such as the whole of biotechnology, a.k.a. "biotech." Although nanomachines are used for the Convictors, these were custom-developed for it, and they are not otherwise a widespread technology even in the Zone. While nanomachines' use in the field of medical treatment shows promise, there are a number of challenges that must be resolved before biotech and nanotech can achieve their potential.

Despite all this technology, everyday life and culture are essentially unchanged in the Zone. The young folks communicate mainly by texting, middle-aged people like to gather at bars and restaurants and enjoy meals together, and the elderly head to the parks and bask in the sun. Even when surrounded by the conveniences of the technology that the Zone offers them, people pretty much carry on with their lives the same way they would if they were living outside the Zone.

5.3 TYPES OF EXOFRAMES

Here are some examples of the many types of exoframes that exist. In the Zone, where exoframes are widespread, specialized models like medical exoframes and transport exoframes are common. Outside the Zone, industrial exoframes and combat exoframes see the most use.

The main difference between Convictors and other exoframes is their power source. Convictors are powered by the RING system, while all other exoframes use electricity. Ones that are designed to operate for more than a few hours need to have large, heavy batteries, which is a major limitation of their current design.

Medical Exoframes

Full-body exoframes designed for medical use are available for purchase even outside the Zone. The ones used in the Zone, however, have been innovated upon, making them smaller and lighter than their outside counterparts. They're widely used for such purposes as assisting the elderly and aiding with the physical rehabilitation of hospital patients. There also exist miniature exoframes that provide body support; these are used by athletes during their daily training.

Transport Exoframes

Resembling skateboards and rollerblades, these exoframes have many roads in the Zone set aside for their exclusive use. They're worn on the lower legs and are powered by small, high-output motors that can reach speeds roughly midway between those of a bicycle and motorcycle. Unlike bicycles and other vehicles, though, there is no need to find somewhere to park them, with most people just wearing them on their legs.

If you limit yourself to going a certain speed, you don't need a license to use them. But lately, exoframe races and other competitions have become quite popular. To participate in these but still be in compliance with the Mecha-Laws, you must have a license, which requires taking a week-long training course.

Before traffic laws were put into place concerning them, transport exoframes caused a number of especially horrible accidents, and thus they remain a topic of political debate.

Industrial Exoframes

These exoframes are used in factories for purposes that previously required heavy machinery, such as cutting metal or transporting large loads. The heavy machinery that they replaced required hands-on experience to operate, with said experience taking a considerable amount of time to acquire. Due to the intuitive way in which one operates an exoframe, it takes far less time to become proficient with them than the old equipment.

That isn't all. Using heavy machinery on a construction site requires a lot of space to move that machinery around; but if a human can get there, so can the exoframe they're wearing, which in turn reduces the time and labor needed just to prepare the site for work to be done. It's quite fair to say that, out of any industry, the construction sector has benefited the most from the Mechatronic Revolution.

Under the Mecha-Laws, earning a license to use industrial exoframes requires a one-month training course. Exoframe operators are in higher demand than conventional machine operators, and quite a few of those pursuing a license can often get someone else to foot the bill for it. The police help out with these licensing classes, as does DRIVE. Our Peacekeeping Department provides assistance with the field training portions of the class.

Combat Exoframes

These exoframes are meant for the battlefield, and civilians normally aren't allowed to own them.

By applying mechatronic principles to the tactical vest, a combat exoframe can control the recoil of firearms, automate the wearer's motions for reloading, provide targeting assistance, improve its user's physical abilities, and more—all while being bulletproof. They're highly customizable based on the wearer's tactical needs. Although combat exoframes are designed for use in infantry engagements, it's commonly held that a skilled operator could go toe-to-toe with armored vehicles and other heavy ordnance.

In Japan, the Yokohama Zone's riot police and the JSDF have adopted the use of these exoframes but not in high enough numbers to effectively respond to a genuine emergency should one arise. Much like firearms, it's illegal to possess a combat exoframe in Japan unless you're a member of the police or the JSDF.

Illegally Modified Exoframes

The Mecha-Laws limit how much power exoframes can have, and here at DRIVE's Peacekeeping Department, we spend a lot of time enforcing that. One can give a mass-market exoframe power close to that of a combat exoframe with some tinkering. We call these exoframes "illegally modified," and strive to put a stop to their misuse.

There are countless opportunists in the Zone who will do these illegal mods for a price, and it's impossible to keep an eye on all of them. Groups like street gangs and organized crime syndicates make use of them often, and they're seen in many armed robberies as well. When we bring those sorts to justice, we often find evidence that someone from BDS instigated the involvement of the exoframes.

Illegally modified exoframes differ widely in just how powerful they are, but they should not be underestimated in a fight. Some are even briefly capable of matching the power of a Convictor's Active Mode; it all depends on the talent of the one who did the mods.

Naturally, exceeding an exoframe's legal output requires compromising its safety. Anyone who installs such a mod is placing themselves at considerable physical risk.

The types of exoframes previously listed aren't the only types there are. New applications for mechatronic technology are still an ongoing area of research.

06. OTHER GROUPS OF INTEREST

This chapter covers other organizations active in the Yokohama Zone and the key individuals within them.

Pay close attention, as they may prove relevant to the cases you undertake.

6.1 DANGEROUS ORGANIZATIONS

Harbor Patriots

The Harbor Patriots are a political party established by Youhei Maki, a member of the Yokohama Zone's legislature. It is open to anyone and on the surface appears to be a mere cluster of his political disciples. But in truth, it's a haven for politicians, business owners, and other affluent people who find it profitable to oppose mechatronics.

These opportunists seek to further their own interests by pandering to the constituency of voters who dislike AMI and their technology. Their wealth and connections make them a force too influential to be ignored. They readily join forces with lobbyists, radical environmentalists, and other allies of convenience and are not opposed to further cementing their positions in Yokohama through illegal means.

We strongly suspect that they have ties to BDS. Most likely, BDS supplies them with equipment, and the Harbor Patriots provide them with political information, leverage, and savvy in the Zone.

Youhei Maki

The president of the Harbor Patriots. He is aligned with the anti-mechatronic bloc of the Yokohama Zone Assembly. Once, he sought to ingratiate himself with Mr. Aitani but met little success. Since then, he has seen Mr. Aitani and the enterprises he is involved with as his enemies.

He is a clever politician who is keen on avoiding risk and does not involve himself in his own schemes. Instead, he leaves them to his underlings as well as innocent citizens of the Zone, who he coerces into doing his bidding via political threats. He was already connected with BDS before founding the Harbor Patriots.

While he owns a Deviator, he seems to have no intention of using it.

The R3AP3RS

A gang of hoodlums who prowl the Yokohama Zone at night. They fancy themselves as high-tech gangsters, but the residents of the Zone often just refer to them as “locusts.”

They date back to the former city of Yokohama—Old Yokohama as it’s sometimes called—where they began as several allied biker gangs who eventually merged together. They hold onto several patches of their original turf scattered throughout Old Yokohama. They do not have a strong hierarchy, and their members mostly do as they like, so arresting individual members has had little effect on the gang as a whole, leaving them to be a constant thorn in the side of DRIVE and the police.

The R3AP3RS favor exoframes illegally modded for speed and are known for starting brawls and mugging citizens on the regular. Most of them are not particularly clever, which means that more sinister groups can and do easily use them as patsies. Moreover, we believe that BDS has infiltrated them without their knowledge. There’s often evidence of them being used to perform BDS experiments.

Mukuro Akai

Mr. Akai, better known as the "Legendary Boss," at least among the lowlifes of Yokohama, is no ordinary thug. He's so feared, in fact, that even the yakuza steer clear of dealing with him. Although at first reluctant to serve in a leadership role for the R3AP3RS, he ultimately chose to take up the mantle, knowing that if he ever wanted to realize his ambitions of making Yokohama his, he'd need the gang's numbers on his side.

He fiercely believes in righteousness—of a sort anyhow—but if he finds you bothersome in any way, he's all too happy to dispose of you and to do so quickly and without mercy. Moreover, he has zero qualms about bilking others for every penny they're worth, and to top it all off, he has his own personal Deviator that he brings out in high-stakes situations. He has such incredible physical and mental strength that he's even nigh impervious to the suit's adverse effects.

While he rather dislikes BDS, he tolerates both their slights toward him personally and the overall relationship the R3AP3RS have with them, as they're one of the only entities willing to do business with his group and supply them with the goods they require.

The Holy Folkmoot

A newly established religion that has gained a foothold in the Yokohama Zone. With Norse myth as the foundation of their beliefs, followers of the Holy Folkmoot seek to put Ragnarok into motion. They recruit new followers using high-pressure tactics and have been known to commit terrorist acts against rival sects, inciting fear across the entirety of the Zone.

This isn't widely known, but the Holy Folkmoot have a considerable following in addition to access to ample financial resources. This gives them, unlike many of the other organizations we monitor as threats, access to BDS's most sophisticated products.

Laufey

Laufey, who goes by the title "Odinsbane," is the chief of the Holy Folkmoot. They promise salvation to their followers, but the truth is that they merely exploit those followers, regularly demanding steep financial donations from them for their membership.

As of late, many of Laufey's schemes have become grander in scale, possibly at the instigation of BDS. We consider it a priority to monitor their actions. Following reports that they have used their personal Deviator to perform so-called miracles for their followers, we believe they will not hesitate to use the Deviator again.

6.2 GOVERNMENT BODIES

Yokohama Zone Police

The Yokohama Zone Police are also known as the "Zone Cops" or just the "Hammies." Once part of the Kanagawa Prefectural Police, they're now their own organization. Despite their independence, their culture and organizational principles remain largely the same as other Japanese police forces. Locals see them as friendly neighborhood cops that generally do well keeping the peace in the Zone.

Even though exoframes are now common, the police have yet to catch up with the times and still favor older tech such as their patrol cars. Their rank-and-file are, technologically speaking, furnished with much the same gear as police forces outside the Zone.

The Yokohama Zone Police have recently created a Special Mecha-Crime Unit, known as the "Mecha Squad." This unit is equipped with a handful of locally procured combat exoframes. However, they have little know-how when it comes to the latest technology and tend to be slow to respond to situations that would benefit from their involvement.

Essays could be written about the views of the Yokohama Zone Police concerning the goals of the Zone's government and DRIVE. Because the police department was recently reorganized, there are various factions of thought within it, the majority of which are hostile to us. Right now, it's simplest to say they're not on board with our goals.

When a crime takes place, normally the police handle it, but when high-tech methods were used to commit it, it often falls into DRIVE's lap due to the police being either ill-equipped or just simply unable to solve it. Every time this happens, our relationship becomes more strained and is in further jeopardy.

If we here at DRIVE are to keep the peace, we urgently need to bolster our ability to coordinate with the police. This is one of the greatest challenges we currently face.

Hideo Yoneda

An officer who holds the rank of Inspector and is head of the Mecha Squad. He's among the minority of those on the force interested in cooperating with DRIVE and is one of the few readily willing to share internal police information with us. He has a strong sense of justice and carries out his duty of protecting people with pride.

They say he was a college buddy of Mr. Aitani's. The story goes that, although their personalities clashed and they argued constantly, they came to truly trust one another.

Ordinance-Designated Special Mechatronics Testing Zone Administrative Office

The Mecha-Admin Office, as most call them, is an independent city council under the joint jurisdiction of the Cabinet, Ministry of Defense, and several other Japanese government ministries. Their chief duties include general oversight of the Yokohama Zone, the granting of business licenses, and the implementation of new Mecha-Laws.

The Mecha-Admin Office fields a great many political concerns in and out of the Zone. Here at DRIVE, we periodically deliver reports of our activities to the Mecha-Admin Office and coordinate with them in a variety of ways. They have a staff member who specifically serves as an intermediary with us.

Setsuya Akabane

An official belonging to the Ministry of Economy, Trade, and Infantry. He is currently on loan to the Mecha-Admin Office. A graduate of the Tokyo Institute of Technology, where he majored in mechatronics, he has comprehensive expertise concerning technology born in the wake of the Mechatronic Revolution.

His chief job function is inspecting newly invented technologies in the Zone, and he often travels throughout the region to observe them firsthand.

6.3 TECH-RELATED ORGANIZATIONS

Ex Machina

A group of illegal modders based in the Zone. Their unifying purpose is that of using high-tech gadgets to modify exoframes in flagrant violation of the Mecha-Laws. They sell their creations mostly to underworld organizations, or to people who are after something they can't get through any other means.

When exoframes first appeared on the market, an internet site started up that was all about them, covering everything from learning how they work to modding them. This site, aptly named “Ex Machina,” became known as the Zone’s most hallowed ground for mechatronics. As a result, a community of skilled engineers formed around it. These members, who we have little individual information on for the most part, are also known as Ex Machina.

As Ex Machina is not a close-knit organization, some of their numbers are willing to cooperate with DRIVE.

Souta Imaide

The proprietor of the store "Ubiquitous," which can be found within a mixed retail development. He's a surly man with skill enough to justify his attitude.

His shop has the facade of being a repair place for exoframes, terminals, and the like, but he also sells illegal modding services. He'll only do these mods if you're a regular who he likes, or if you make it worth his while.

J

This anonymous individual goes by J; others, however, have nicknamed them "Chief Designer J." No one knows anything about their true identity as they communicate solely through electronic means.

Their main role is that of a fixer. Thanks to their extremely strong technical knowledge and the robust information network they've created, they're one of the best people to direct you to where to get illegal mods done or to find out anything in that general domain.

As J invited many of Ex Machina's most talented members to the Ex Machina website, rumor has it that they might be the founder of Ex Machina itself or its leader. But that's all that it is right now—a rumor. The only solid lead we've been able to glean is that "J" always accesses the internet from outside the Zone.

ISC

ISC's full name is “International Satellite Computing Corporation.” They're a start-up company that specializes in building and maintaining high-capacity data communication thoroughfares to create a next-generation internet. Headquartered in America, ISC was once a division attached to an international space project. The project was later terminated, and ISC went out on its own, marketing themselves as communications experts.

ISC makes use of exoframes and other technology to facilitate much of the information transfer in the Zone. The existing cable network is inadequate in many places, so they're under contract from the Yokohama Zone to upgrade it.

There are those who view ISC with suspicion. Although they’re reportedly an independent start-up venture, they receive financial assistance from the US government.

At the same time, it’s tempting to overlook ISC's murky origins due to the potential of Serpens, their innovative quantum computer. Serpens is presently building and testing its own quantum network using American satellites, which is what brought ISC to Mr. Aitani's attention. Upon learning of this, Mr. Aitani immediately entered into negotiations with them.

As a condition of ISC establishing a branch office in the Yokohama Zone, ISC became contractually obligated to provide a portion of Serpens' computing power to DRIVE. This power provides us with support for the Convictors' Active Mode. We have seen the performance of Active Mode rise by up to 34% when connected to Serpens. This makes it necessary that we maintain good relations with ISC.

Hana Aoi

The chief executive officer of ISC, she was also the lead on the Serpens project. She's an expert in quantum physics who was once employed by the international space project from which ISC arose. After the project ended, she pushed for ISC to establish itself as an independent company.

She is a calm and mild-mannered CEO, known for always having a smile on her face, but would like nothing more than to conduct research in an environment free of the inconveniences that a position like hers inherently carries with it.

Yamamura Electric

A Japanese electronics manufacturer with a long history. Their many factories inside the Zone mass-produce goods for sale to overseas markets. Due to their outdated corporate structure, the company was late to embrace the Mechatronic Revolution, but they hung on thanks to their established market position. Their exoframes, which they produce in bulk and sell at a low price, are popular and on the way to becoming market leaders.

Although Yamamura Electric isn't notorious for having a poor working environment, as an old-fashioned company, they tend to pay their younger employees poorly and pass them over for promotions. For that reason alone, they struggle with high turnover.

Yuuo Yamamura

The president of Yamamura Electric. He is the third of his family to serve in this role, having succeeded his grandfather. He's a reasonably adept manager, but his excessive focus on profit has made him unpopular among staff. An impressively fit man, as he is quite meticulous about his diet, DRIVE employees are advised not to offer him snacks when he visits our office.

He is not eager to please AMI and henceforth DRIVE, but neither is he unfriendly toward either of us. He seems to consider us one and the same company.

Dilong Tech

A Chinese manufacturer of heavy machinery. They rode the wave of the Mechatronic Revolution right into the Zone, where they now specialize in the sale of industrial exoframes and have achieved high market penetration. At construction sites throughout Asia, approximately 6 out of 10 exoframes are Dilong Tech's (2 are Yamamura Electric's, and the remainder are by assorted other manufacturers).

This high market share allows Dilong Tech to sell their products at a very reasonable cost, but their products are also known for their low durability. When construction sites use Dilong's exoframes past the end of their service life, it's been known to cause all sorts of issues.

Hei Bianzi

The president of Dilong Tech. They aren't particularly gifted when it comes to business or technology, but they're remarkably charismatic and highly ambitious. They're also fortunate enough to be surrounded by talented subordinates. This has allowed them to undertake, in swift succession, numerous ventures to expand Dilong Tech.

Rumors say they are not satisfied with manufacturing heavy-duty industrial exoframes and are having the company secretly develop combat exoframes. Naturally, this makes them a person of interest to DRIVE.

CHAPTER 03

GM SECTION

HOW TO BE A GAME MASTER

01. RUNNING CONVICTOR DRIVE

The objective of Convictor Drive is to create a story around the characters one might see in a superhero anime or TV show. As the Game Master, you have the responsibility of directing things toward this goal, but this doesn’t mean you can’t be one of the heroes too.

The attitude that you should ideally have is that you, the GM, are also one of the players. To emphasize this, you'll create a character of your own known as the CO, who will be an active participant in the game as much as the player characters will be.

Of course, since you're the GM, you'll already know everything about the story long before the players will. Because of this, you will have to rein yourself in a bit. But hopefully, by roleplaying the CO and interacting with your players, you can have a more enjoyable experience.

If you do plan to GM, you may find it useful to have sample characters, the player-oriented setting Q&A, and the rules summary at hand.

02. YOUR ROLE AS ARBITER

What's the most important rule in Convictor Drive? You might think it's something written in this book, but it's not. It's the rule of cool. Keep this foremost in your mind: if something just feels like it would be awesome, that's more important than any of the game’s rules and therefore should take priority.

But that doesn't eliminate the need for rules. Rules allow you to set up interesting situations and keep the game moving. If you play too loose with them, it can also engender a feeling of unfairness. And if everything just goes right for the PCs all the time, the game won't have any tension to it. That's why the rule of cool, while it reigns supreme, should be saved for the absolute best moments.

03. CREATING A CO

Your CO is an employee of DRIVE. Usually, they’re someone who aspired to pilot a Convictor themselves but now instead serves as the commanding officer of the PCs. Even if one has lost something dear to them, there are other factors such as a low affinity for the nanomachines that power Convictors which can render someone unsuitable to pilot them. The CO shares the pain of loss with the PCs who they command and wishes to protect the Yokohama Zone as they do, but they’re not themselves Convictor pilots.

COs

CO is short for "commanding officer," and that's why they're called that rather than team leaders. Typically, the PCs that are in the CO's command are known as "Team (CO's Name)."

ASPIRING CONVICTOR PILOT

Those who are fundamentally incapable of piloting Convictors are usually stationed in the Dispatch Office rather than the Enforcement Office.

OTHER TYPES OF COs

Rather than someone who never made it as a Convictor pilot, it's fine to make the CO a retired pilot, or give them some other type of background.

When creating a CO, you should write Tragic Circumstances and an "As I Saw It" section for them as if you were creating a PC. They will also start with the rank of Lieutenant. As the PCs interact with their CO over the course of sessions or campaigns, they will gradually learn who they truly are as a person.

04. ABOUT SCENARIOS

To run an enjoyable session, you'll need to plan it out first. On pg. 97, you'll find instructions on how to create your own scenario. However, it's not an absolute necessity that you do this yourself. You should consider running the sample scenario first to get a feel for the flow of the game.

We intend to release additional content, including scenarios, for Convictor Drive in the future, so be sure to follow us on social media or visit our website periodically to get the details.

5. ABOUT ENEMY DATA

During the battle in the Climax Phase, the PCs will face off against the mastermind. On pg. 102, you'll learn how to create your own enemies for these battles, or tweak existing enemies to suit your needs. Of course, you can also use the enemies listed in this book as-is.

CHARACTER DETAILS

The purpose of writing down the tragic loss that the CO experienced in the past is to establish them as a character. However, choosing not to do this won't necessarily make it impossible for them to play an integral part in the narrative. This is why it's not necessary to plan out your CO at the same time as you write the scenario. If you don't find a good chance to reveal their story, you can do it during the feedback session or perhaps over the course of a campaign.

RANK

When the session ends, the GM will also acquire experience points. They can, if they so choose, use these to have their CO earn promotions. Do note that the ranks listed in the Character Advancement section are those particular to the Enforcement Office; the Dispatch Office may use different ranks, although the job roles and privileges those ranks confer will remain largely the same.

USING SCENARIOS

HOW TO CREATE A SCENARIO

In brief, a scenario is the blueprint for an experience where the PCs can heroically stop a threat in Yokohama.

This section will explain how to create your own scenario. Before attempting this, you may also find it useful to review the sample scenario, and the example Investigation Phase on pg. 52.

CREATION STEPS

Creating a scenario for Convictor Drive consists of the following steps. The steps that are underlined involve matters that may need to be revised based on your player group. Make a note of the player makeup that you anticipate running this scenario with, for later reference.

1. Come up with the villain's scheme
2. Summarize the plot
3. Create the Investigation Cards
4. Create the Intel Cards
5. Set up the final battle
6. Plan the other necessary scenes

▼ 01. COME UP WITH THE VILLAIN'S SCHEME

The problems that the PCs will contend with are all the consequences of someone's sinister plot. If they do not put a stop to it, that plot will inevitably achieve its aims.

To do this, begin by imagining, in the absence of the PCs, something a villain might want to do and what scheme they would plan and successfully execute in order to accomplish this. Establishing this first will help you more easily adapt the plot to any unexpected actions the PCs take when playing out the scenario.

▼ 02. SUMMARIZE THE PLOT

Now that you have a villain and their scheme, you should figure out how the PCs can put a stop to it. Don't write this like you would a blurb on the back of a book; cover the plot from beginning to end. You may find it easier to draw it as a flowchart.

Using this summary as a basis, you can create the Investigation Cards and other necessary game materials.

▼ 03. CREATE THE INVESTIGATION CARDS

By filling out Investigation Cards similar to the one below, you'll design missions for the PCs.

Investigation Card			
2	Stop the Kidnappers		
Reveal Condition			
Clear 1 other Investigation Card			
Minimum PCs	2	Favored Skills	Knowledge, Suppression
Overview			
You've pinned the child kidnapping spree on the gang of criminals known as Team Uyama that you investigated earlier. You've also discovered that they were the ones who kidnapped Kana, heiress to the Akagami Consortium. Team Uyama is delivering their young captives to BDS at a certain locale, the so-called Monster's Way in the business district.			
Objective			
Stop the next delivery			

Reveal Condition

The condition that's necessary for this card to be revealed. The normal way to handle this is to reveal each card one after the other as the story proceeds.

Minimum PCs

At least this many PCs must join in the investigation for this Investigation Card.

Favored Skills

When devising a mission, the GM should decide which Job Skills would be most effective at confronting that particular challenge. This will not restrict only those skills to being used; consider it more of a guideline.

Overview

This should contain a summary of the information that will lead the PCs to embark on this investigation.

Objective

Put a summary of what the PCs need to do to clear this Investigation Card here.

You should aim to have each Investigation Card take about 20 to 30 minutes to clear. If this is your first scenario, having 4 Investigation Cards in total is ideal. After the PCs have succeeded at every mission on the card, they clear the Investigation Card. Should this satisfy the reveal conditions for one or more Investigation or Intel Cards, reveal those to the players when this happens.

Each Investigation Card may have multiple missions. These missions may each require a different number of PCs and a different number of successes. The following table shows you an approximate representation of the degree of difficulty represented by each required number of successes.

Required No. of Successes	Approximate Difficulty
1	An amateur, if clever enough, could probably handle this.
2	This will be difficult for a novice, but an employee with proper training will get it done.
3	This deserves to be called a "mission." It's doable, but the one attempting it may need to ask others to lend a hand.
4	This is a considerable challenge and it should come as no surprise if the person tackling it ends up needing to be bailed out.
5	This all but guarantees that the PCs will face an untimely delay. It will be quite difficult even with others helping them.

Typically, 3 or 4 are the best difficulty values. If the task is narratively simple, or you'd prefer that the PCs not run much risk of failure, set it to a 3. Standard duties for DRIVE personnel that call upon their training (such as subduing a gang of thugs) often require 4 successes. If you want to make a situation seem unusually dangerous, you can go up to 5.

You should try to balance things such that the PCs accumulate 2 or 3 Delay Counters by the end of the Investigation Phase. If they seem to be having too easy or too hard a time, it's fine to adjust the required number of successes for missions during the session itself.

▼ 04. CREATE THE INTEL CARDS

Intel Cards are clues that can be pieced together to uncover the villain's scheme. When they're all assembled, it should be clear what the master plan is. Use them to present the PCs with information that you want them to learn.

▼ 05. SET UP THE FINAL BATTLE

See the Enemy Data section for information on how to create and use enemies.

Write down the enemies you want the PCs to face as well as their victory condition. These can be whatever seems most appropriate for the scenario.

Example:
"Defeat the boss, and minions A and B"

▼ 06. PLAN THE OTHER NECESSARY SCENES

You should give some thought to how you'll run the scenes listed below.

The Introduction

Typically, a short while after they were assigned to a team, Trainee Convictor pilots will have a mission come their way. It's fine for the players to start as veterans too, but they should have some experience playing Convictor Drive before doing this. Starting the PCs off as Trainees makes it easy to naturally introduce the setting and terminology of Convictor Drive's world.

Master Scenes

You may want to plan out some Master Scenes that will happen between Investigation Cards. These are scenes without missions in which you, the GM, narrate events as you like.

The Climax Phase

Consider how you'll portray the villain's final ploy and the battle that the PCs must fight to stop them. It's an important moment of catharsis to allow the players to beat the bad guy. If you can, come up with some cutting jabs or nasty deeds that will really make the PCs want to take them down.

Also consider how your CO will prepare their team for this last confrontation, and remember to pull out those cool callsigns for the occasion; this will make the climax even more satisfying.

The Ending

You should allow the players to do any final roleplay they wish before the session ends. You can also, if you wish, have an epilogue of sorts that will tie things into the next episode for campaign play.

After you've done all the above, your scenario should be ready for prime time. Once again, check out the sample scenario for use as a template.

When the PCs Lose

During the final battle in the Climax Phase, it's possible that the PCs will fail to meet the victory conditions even after they've all used their Convictor Drives. The recommended course of action in these circumstances is to disregard the game rules and let them somehow eke out a victory.

However, if you are running a campaign, allowing the PCs to suffer defeat may establish an interesting and unexpected starting point for the next episode of the story.

ENEMY DATA

01. HOW TO USE ENEMIES

You can find sample enemy data listed on pg. 110. For instructions on how to read this enemy data, see pg. 62.

If you are creating your own scenario, see the table below to find the total enemy threat level you should have for a balanced combat encounter.

Player Count	Total Threat Level
3 players	About 14
4 players	About 18

If you want to create your own enemies, when you first start, it's a good idea to take existing enemy data and alter only the flavor of the enemy and their behavior.

02. THE MINDSET FOR DESIGNING ENEMIES

In this game, the players don't lose when the HP of their PCs drops to 0. Instead, they get to use their Convictor Drive and project the tragedy in their past for all to see, which can make for pretty riveting moments. Because of that, it's okay for 1 or 2 PCs to be taken out during the final battle of a scenario, and you should fearlessly design enemies that aim to do this.

03. THE BASICS OF ENEMY DESIGN

You should use the table below as a starting point when creating new enemies for Convictor Drive.

Threat Level	HP	Total Armor	Attack Dice	Actions Per Cycle	Special Abilities
1	3~4	7~8	2~3D	1~2	No
2	3~4	7~8	2~3D	2	Yes
3	5~7	10~12	4~6D	2~3	No
4	8~10	12~14	4~6D	2~3	Yes
5	10~	13~	5D~	2~3	Yes

VANILLA

Enemies that don't have any special abilities are known as "vanilla enemies."

These numbers are the standard. If you want to increase an enemy's attack dice, you can do so by lowering their movement or the number of actions they get. Conversely, if you want to increase an enemy's actions per cycle, you should decrease other attributes like their movement or range so that they remain balanced.

Also, if an enemy makes ENG attacks, those attacks will be an average of 1D more potent than MAT attacks.

Threat Level	Combat Role of the Enemy
1	Vanilla enemies with weak armor and low firepower.
2	Although mostly the same as Threat Level 1 enemies, these have special abilities. They can also be given slightly higher stats in lieu of abilities.
3	Vanilla enemies that are strong enough to pose a threat.
4	Mid-boss enemies with high stats and special abilities.
5	The strongest enemies, with particularly high HP. These should usually be bosses.

An Important Note

Special abilities are like a spice that makes combat more exciting, but the more of them there are, the harder it is to play and run Convictor Drive. Therefore, it's advised that you put no more than three such enemies in each combat encounter.

Facing a large number of enemies of any sort can also be burdensome. If you have any new players, it's recommended to have a maximum of 6 enemies per combat encounter. If everyone in the group is comfortable with Convictor Drive, however, you can disregard this advice.

▼ ENEMY DATA TABLES

See the following pages.

1	Combat Drone (MAT Type)	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
4	Ranged	2D	MAT	1	4	4	1	11 - 6	Yes

Special Effects	None.
A drone equipped with a simple machine gun. It attacks in a robotic fashion.	

1	Combat Drone (ENG Type)	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
3	Ranged	2D	ENG	1	4	4	1	11 - 6	Yes

Special Effects	None.
A drone equipped with a simple laser. It attacks in a robotic fashion.	

1	Hoodlum	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
3	Melee	3D	MAT	0	4	4	1	7 - 6	No

Special Effects	None.
A punk geared for a fight. They usually have brass knuckles on them and use mass-market exoframes.	

2	Security Robot	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
4	Melee	3D	ENG	0	5	3	1	10 - 4	No

Special Effects	None.
A robot made to protect buildings and events. It's armed with an electric stun baton.	

2	Scout	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
5	Ranged	3D	MAT	1	5	4	2	11 - 5	Yes

Special Effects	[Tactical Recon]: When a PC in the same square as this enemy makes an attack, they get -1D to their attack dice.
A recon expert equipped with a combat exoframe. They identify the equipment and weapons of their targets and use this information to diminish the threat to their allies.	

2	Commando	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
5	Ranged	3D	MAT	0	5	4	1	11 - 5	No

Special Effects	[Shotgun]: This enemy can attack up to 2 targets simultaneously.

An assault trooper equipped with a combat exoframe. Their customized spreader-choke shotgun allows them to fire on multiple targets at once.

2	Escort Drone (Shield)	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	2D	MAT	0 ~ 1	6	5	2	4	Yes

Special Effects	[Shield]: Usable when a character in the same square as this enemy is chosen as an attack target. The attack must target this enemy instead.

A floating drone with a heavy shield and simple gun turret. One of BDS's high-end products, it's often found escorting boss-class foes.

3	Exoframe Pilot α	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
7	Ranged	5D	MAT	0 ~ 1	6	4	1	9 - 4	No

Special Effects	None.

A hardened soldier in a combat exoframe. With their large-caliber rifle, they can do battle with vehicles and other exoframes that soldiers on foot would struggle to handle.

3	Exoframe Pilot β	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
7	Melee	4D	ENG	0	6	4	1	9 - 4	No

Special Effects	None.

A hardened soldier in a combat exoframe. They wield a laser blade capable of melting through armor.

3	Sniper α	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
4	Ranged	4D	MAT	1 ~ 2	4	5	1	10 - 5	Yes

Special Effects	[Snipe]: This enemy's attacks cannot have their targets changed.

A well-trained sniper equipped with a combat exoframe. They use an anti-materiel rifle to attack from long distances.

3	Gun Battery	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	4D	ENG	*	7	3	0	7 - 3	No

Special Effects	[Tochka]: This enemy's attacks can target all PCs in the same horizontal area as it. [Stationary]: This enemy cannot move or be moved by any means.

A fixed gun emplacement. Its energy cannon gives it impressive firepower, but ENG attacks made upon it can cause its reactor to explode.

3	Mini UAV	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
5	Ranged	4D	MAT	0 ~ 2	7	3	2	11 - 4	Yes

Special Effects	None.

A short-range unmanned aircraft with machine guns. It’s best to think of these as high-spec RC airplanes.

3	Overhead Sensor	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
5	Ranged	3D	MAT	1	8	2	0	3	Yes

Special Effects	[Counterattack]: If a PC makes an attack that includes this enemy as a target, this enemy may first make an attack of its own. [Mark Threat]: When this enemy is present anywhere on the battle map, and an attack is made against a boss enemy, the attacker gets -2D to their attack dice. (This effect can stack.)

A sensor that monitors the locations of enemies and transmits that information to its allies. This allows them to evade attacks, even those they don't see coming.

4	Illegally Modded Exoframe / type A	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
8	Melee	5D	MAT	0	7	5	2	11 - 6 -4	No

Special Effects	[Elite]: This enemy's attack dice cannot be reduced or negated.
A mass-market exoframe modded—in flagrant disregard of its manufacturing specs—for use in melee combat. Its strength has been boosted across the board, making it a fierce opponent.	

4	Illegally Modded Exoframe / type B	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
8	Ranged	5D	ENG	0 ~ 1	6	6	1	11 - 6 -4	Yes

Special Effects	[Point Blank]: This enemy gets +2D to attacks made against targets in the same square.
A mass-market exoframe modded—in flagrant disregard of its manufacturing specs—for use in firefights. Its strength has been boosted across the board, making it a fierce opponent.	

4	Sniper β	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	5D	MAT	1 ~ 3	5	7	0	9 - 4	Yes

Special Effects	[Snipe]: This enemy's attacks cannot have their targets changed.
An expert sniper equipped with a combat exoframe. They use an anti-materiel rifle to attack from long distances.	

4	Bomber	Robotic Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
8	Ranged	4D	ENG	1 ~ 2	7	5	2	11 - 4	Yes

Special Effects	[Drop Bomb]: When this enemy attacks a lower area in the same vertical column as its current position, it may target all characters of its choice within 1 square.
A small bomber aircraft with pinpoint precision, engineered for urban combat.	

5	Deviator / type A	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
11	Ranged	6D	MAT	0	8	5	2	12 - 6 - 3	Yes

Special Effects	[Bullet Spray]: When making an attack, this enemy may target all characters of its choice within 1 square.
A Deviator based on the Adept. It's an elite exoframe, armed with blades and pistols that can neutralize any target.	

5	Deviator / type S	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
11	Ranged	5D	ENG	Special	7	6	1	12 - 6 - 3	Yes

Special Effects	[Particle Cannon]: When making an attack, this enemy may target all characters of its choice in the same horizontal row (or alternately, the same vertical column) as its current position.
A Deviator based on the Shooter. It wields a devastating particle cannon.	

5	Illegally Modded Exoframe / type C	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
10	Ranged	6D	ENG	0 ~ 1	6	6	1	12 - 6 - 3	Yes

Special Effects	[Rampage]: This enemy gets +3D to attacks made against targets in the same square.
A mass-market exoframe modded in flagrant disregard of its manufacturing specs. Equipped with a combat AI that is not subordinate to the pilot's will, it attacks furiously without regard to self-preservation.	

CHAPTER 04

SAMPLE SCENARIO

FOR GAME MASTERS' EYES ONLY

HELLO, DRIVE!

RITOMAS TANAKA

SCENARIO DATA

Name: Hello, DRIVE!
Player Count: 3~4
Estimated Play Time: 3-5 Hours
Number of Investigation Cards: 3
Number of Intel Cards: 2 (Not counting Lil' Sugar's card)

The Investigation and Intel Cards used in this scenario can be found at the end of this section.

SUMMARY FOR PLAYERS

You are a team of new employees at DRIVE. Today, you have finally been placed on active duty. No sooner did that happen than you were given a mission by your CO.

For several months, the Yokohama Zone has suffered from an ongoing series of hacking incidents. Your first assignment as DRIVE employees will be to investigate these hacks.

You plan to start by heading to a location of interest, but before you can, you have an unexpected encounter...

SUMMARY FOR GAME MASTERS

The PCs, who are new employees of DRIVE, have at long last gone on active duty as a brand-new team. On the day they become official DRIVE employees, their team is given the order to investigate a series of ongoing hacking incidents. Starting about half a year ago, a variety of different businesses in the Yokohama Zone have been targeted by hacking attempts. DRIVE has uncovered that these hacking attempts originate from a certain abandoned building.

Before they can act on those orders, the PCs encounter a rowdy man in a hallway. The man is Toshifumi Fujiwara, the Minister of Education, Culture, Sports, Science and Technology. Minister Fujiwara is furiously shouting "What does DRIVE think they're doing?!" Upon talking to him, the PCs learn from Minister Fujiwara that the security robots at a friend's exoframe factory have gone haywire. "I thought DRIVE was made to deal with these matters!" he says, ordering them to go handle the issue immediately.

The CO apologizes to Minister Fujiwara and promises to mount a response and set things right. It seems the Minister is scheduled to make a speech later today at a place called the Red Brick Warehouse. He declares that after his speech, he'll go see whether DRIVE has done its job, and then promptly leaves.

And that's how, in addition to their original mission, the DRIVE team ends up going to check out the situation at the company run by Fujiwara's friend.

Upon investigating the abandoned building, the team finds it still has power and internet access and determines that the building is likely the hackers' base of operations. They eventually find the group of hackers, who admit that a person calling themselves Kouzaburo Ibuki hired them anonymously through an Internet site.

The business run by Minister Fujiwara's friend, Sugiru Hitoyoshi, is called AP Company and makes exoframes that are used for warehouse work. The PCs previously heard that AP Company was one of the businesses targeted by the hacks, so it's possible there may be more information to be uncovered there.

When they arrive on the scene, the PCs hear a terrible racket from within the warehouse, made by the security robot Lil' Sugar. According to Mr. Hitoyoshi, it started going berserk this morning right when Minister Fujiwara dropped by to see him.

After subduing Lil' Sugar and examining its systems, the PCs discover a virus. The virus was programmed to activate at a certain time, but due to a malfunction in Lil' Sugar, it activated earlier than intended. The original activation time was meant to be several hours from the present. The PCs discover that, while there isn't any way to remove the virus itself, there is an antivirus for it that they will need to find.

The obvious place to look for the antivirus is Ibuki Engineering (henceforth Ibuki Eng.) The PCs obtain a search warrant from their CO, and upon going to Ibuki Eng. are politely welcomed by a woman named Miho Kano, the secretary. But this is a trap, and the DRIVE employees find themselves trapped in an underground storeroom with a horde of berserk Lil' Sugars. They manage to get the door open and then apprehend the secretary and interrogate her. The PCs find out that Miho has the antivirus and take it for themselves.

Around the time the PCs catch Miho, exoframes and robots in the entire Zone start experiencing system trouble. The virus has activated, sending the exoframes on a rampage. Each virus-infected exoframe is capable of spreading the virus to other mechatronic systems, and they begin to rapidly grow in number. Soon, not only exoframes and robots are infected, but the entire network of the Zone. Large screens and projectors throughout the Zone begin to display the words "Hello, DRIVE!" in a clear provocation.

The PCs are informed that other teams from DRIVE are working together with the police to contain the berserk machines. The danger is clear, but there's no faster way for the PCs to put the antivirus to work than by heading to ground zero. On their very first day of active duty, the PCs will have to take the considerable risk of confronting Ibuki, the mastermind behind this havoc. Their CO asks them if they're ready to carry out their mission, no matter what dangers lie ahead.

Naturally, they are, and so the PCs head to the scene. When they arrive, they find Kouzaburou Ibuki about to kill the minister. After ranting about his long-held grudge against him, Mr. Ibuki turns his attention away from the minister to deal with the PCs first and attacks them.

After subduing Ibuki, the PCs install the antivirus to the exoframe he was wearing, putting an end to the machine uprising happening in the Zone. Though they resolved the crisis, Mr. Ibuki was being manipulated by someone else, and DRIVE never learned who that was. After installing the antivirus, the words "See you again" appears on the monitors, a promise that the mastermind will come to make trouble for them again.

SCENARIO BACKGROUND

The villain of this scenario is Kouzaburou Ibuki, president of Ibuki Engineering. Ibuki originally worked on designing exoframes and the systems necessary for them to function. But when he heard a space elevator project had started in North America, he thought "Space is the future!" and had the company pivot into the space industry.

A while later, Mr. Ibuki was invited to be a guest on a TV program about space and its commercial possibilities. A fellow guest in that same episode was Toshifumi Fujiwara, the Minister of Education, Culture, Sports, Science, and Technology, who proceeded to utterly destroy him in debate. Clips of the debate swiftly became viral on the internet, and edited images from it became popular memes. Mr. Ibuki's business partners withdrew their support, and even the exoframe-focused divisions of Ibuki Eng., which had been the company's lifeline, began to bring in less money. Then, when the company's very future was in doubt, Mr. Ibuki received an e-mail.

The e-mail asked him three questions: "Do you hate the minister who humiliated you? Do you want to show the world what you're capable of? Do you want to rebuild your company? If you do, I would be happy to assist you." Out of desperation, Ibuki answered the e-mail, whose sender was the mastermind of this scenario (they will be elaborated upon later.) The mastermind advised Mr. Ibuki to hack his competitors and expose their dark secrets. Mr. Ibuki paid faithful heed to this advice, and soon the fortunes of Ibuki Eng. began to change for the better. He continued to hack into a variety of businesses, using them to bolster his own company's position. It was those hacks that laid the groundwork for the havoc that would eventually occur. The mastermind instructed the hackers hired by Mr. Ibuki to plant a computer virus into the systems of every company targeted. The virus itself had no immediate effects. However, it could be remotely controlled and set to activate at a specific time, causing the infected computers and exoframes to go haywire. This was the tool the mastermind was utilizing to cause widespread chaos in the Zone.

As the two villains laid their trap, half a year later, Minister Fujiwara visited the Yokohama Zone to give a speech. The villain suggested to Ibuki that now was the time for revenge, at which point Mr. Ibuki decided to initiate his attack.

GLOSSARY

Ibuki Engineering

A space development company headquartered in the Yokohama Zone. In this scenario, it's abbreviated as "Ibuki Eng."

Originally, it was a company that designed and serviced robots and was founded by Mr. Ibuki while he was still a college student. Then, when Mr. Ibuki heard about the space elevator project that had started in North America, he had the company pivot into the space sector.

Before the company's change in direction, the robots made by Ibuki Eng. had a fairly good reputation. But when Mr. Ibuki was humiliated during his television appearance, sales of their robots dipped considerably.

Ibuki Engineering's top-of-the-line robot is the Lil' Sugar model, which will be covered in detail later.

AP Company

A company that manufactures and services exoframes specialized for use in warehouses. The president, Sugiru Hitoyoshi, is a college friend of Minister Toshifumi Fujiwara's.

Several months ago, AP Company's security systems were the victim of a hack. This was carried out by Mr. Ibuki on the instructions of the mastermind. Following the hack, the Lil' Sugar AP Company used slowly began to malfunction and finally went berserk when Minister Fujiwara paid a visit to the company.

Lil' Sugar

A humanoid robot made by Ibuki Eng. that's capable of recognizing emotions. Thanks to the variety of customizations available for it, it can be used for a variety of tasks such as a greeter, patrol bot, or security guard. However, complaints about Lil' Sugar are widespread, claiming that it's poor at recognizing emotions, and it has a creepy face and voice. As a result, it hasn't sold particularly well. Lil' Sugar is a common subject of mockery on the internet, especially after Ibuki's infamous debate, and a picture of a dejected Lil' Sugar tossed out with the trash is a particularly popular meme.

As a consequence of this, most of the Lil' Sugars in existence are sitting idle in Ibuki Engineering's warehouses. Mr. Ibuki infected them with the virus and planned to use them to wreak havoc.

You can think of Lil' Sugar as the the Zone's equivalent of the Pepper-kun robot that is used in real-world Japan.

Space Elevator

Also known as an "orbital elevator," this is a planned elevator with its base near the equator that will extend upward to an altitude of 35,000 km, where spaceships can dock at. It will allow safe travel to and from space without the need of a rocket or space shuttle. In the world of Convictor Drive, it's been in the planning stages for over a decade.

The Virus and the Antivirus

The "virus" referred to by this scenario is a computer virus. The mastermind has used it to infect computers and exoframes, with a specified time at which they will all go berserk. That time is the afternoon of the day this scenario starts, which is also the time when Minister Fujiwara will be giving his speech.

Meanwhile, the "antivirus" is something akin to a digital panacea that renders the virus harmless. In addition to a passcode, Mr. Ibuki created to control the spread of the virus, he also made a physical keycard which serves the same purpose.

KEY CHARACTERS

Ryuunosuke Tokiwa (Age 41, Male)

An employee of DRIVE, and commander of Team Tokiwa. He's a mild-mannered gentleman with a calm countenance and distinctly narrow eyes. He was once a Convictor pilot, but when chronic illness began to take its toll on him, he set aside his armor and took up the role of a commander to supervise and train rookies.

He considers it important that every DRIVE employee be allowed to act at their own discretion. Although he takes his supervisory role seriously, he often remarks that when you work for DRIVE, the only way to do your job with no regrets is to make the tough calls yourself.

Kouzaburo Ibuki (Age 29, Male)

The president of Ibuki Engineering, a robot manufacturing and servicing company he started when in college. But when he heard about the space elevator project that had started in North America, he had the company pivot into the space industry.

He has always been a talented engineer, and in his college years even took first place in a robotics competition. He also has a deep knowledge of computers and exoframes, which he start and make successful Ibuki Engineering. When he saw the news about the space elevator, he decided that was the future and shifted the company's mission. Right after pivoting, his ambitious vision for the company convinced a number of firms to lend him their financial support. That all changed, though, after his television appearance.

The program that Mr. Ibuki appeared on was one about the commercial possibilities of space. Ibuki started it off by talking about his passionate vision of how space could be harnessed for profit. But then a guest on the same program, Minister Fujiwara, bluntly stated that everything Ibuki had proposed was an "impossible fairy tale" and savagely illustrated the reality of the situation. He didn't stop there, however, going on to further needle Mr. Ibuki about the many product-recalls Lil' Sugar had suffered, stunning him into silence. Openly weeping by the end of it, with snot running from his nose, Mr. Ibuki could only wail one thing in reply, "But it's my dream!" This moment was promptly clipped and circulated on the internet as a meme.

After the television broadcast, the fortunes of Ibuki Eng. bit of a nosedive, and it wasn't long after that Mr. Ibuki received that fateful email.

Mr. Ibuki conspired with the sender of that e-mail to commit crime after crime, culminating in the terrorist attack with which he hoped to get his revenge on Minister Fujiwara.

The Sender of the E-Mail (Age Unknown, Gender Unknown)

They're a complete mystery in every way. Nobody knows whether they're a man, a woman, or even physically present in the Yokohama Zone.

After the scenario ends, if DRIVE continues their investigation, they'll uncover the possibility that this individual was related to BDS in some way, but with no sure proof. During this scenario, they are the mastermind of everything that happened.

That is to say, the mastermind manipulated Mr. Ibuki into attempting a large-scale terrorist attack. However, this wasn't their true aim; they, in fact, wanted to see how DRIVE would respond to a crisis of this sort.

They did not consider this particularly difficult to orchestrate, such that it merely served as their greeting to DRIVE. This is proven by the message they displayed on monitors during the machine uprising: "Hello, DRIVE!"

Perhaps DRIVE will hear from them again in the future.

Toshifumi Fujiwara (Age 52, Male)

The current Minister of Education, Culture, Sports, Science, and Technology. He is a friend of Sugiru Hitoyoshi from his college days, and the two still keep in touch.

Well known for his conservatism, he has a cautious approach toward the space program. Japan's space agency is known as JAXA and is jointly administered by multiple parts of the government, the Ministry of Education, Culture, Sports, Science, and Technology among them. He thus has a direct stake in Japan's space ventures.

When he appeared on television with Kouzaburo Ibuki, he tore apart Mr. Ibuki's proposals so savagely that Ibuki Engineering's sales suffered as a result.

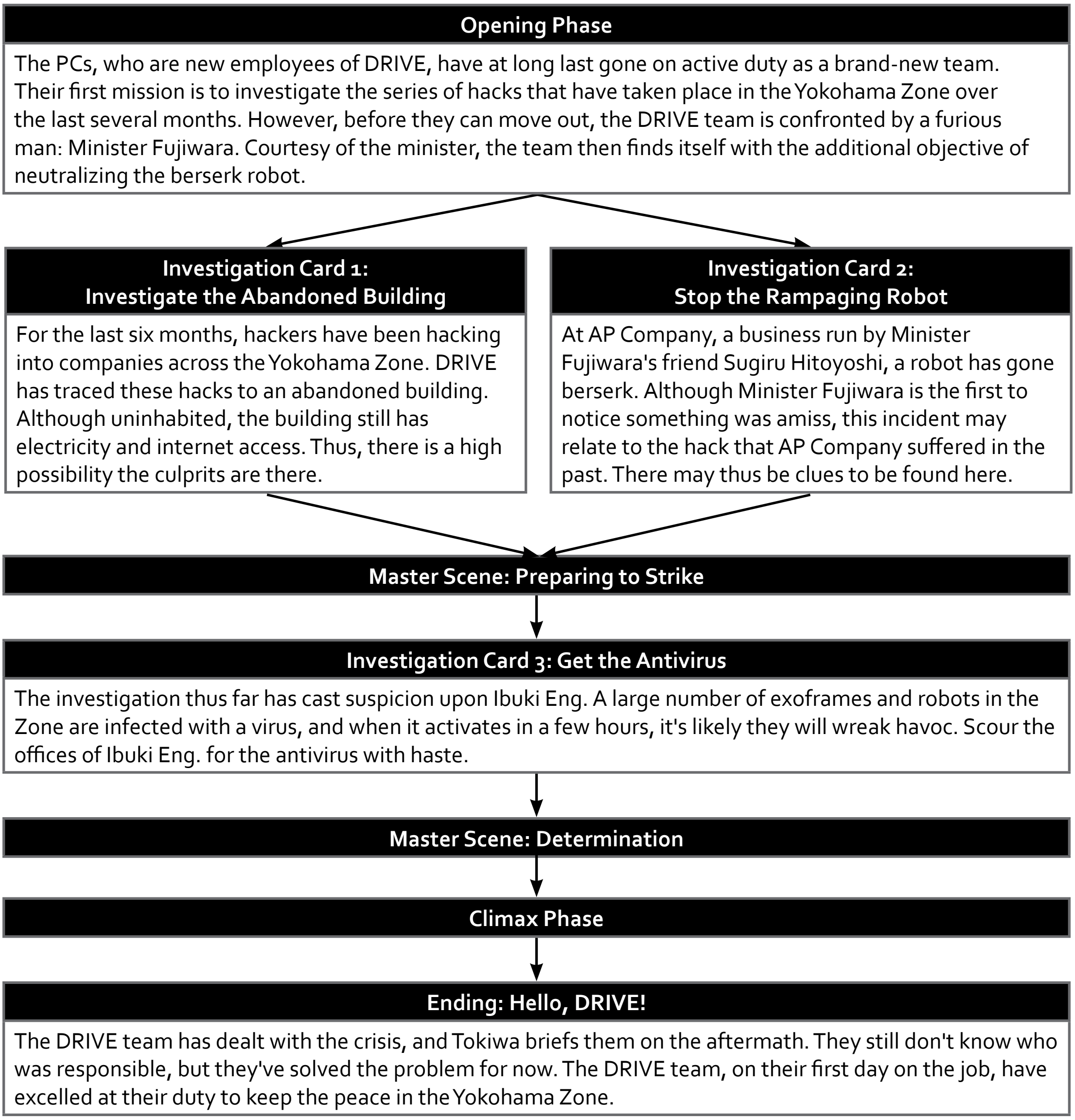
During this scenario, Mr. Fujiwara has come to the Yokohama Zone with the intent of giving a speech but while there also plans to visit his friend Sugiru Yoshinori. When he hears about Lil' Sugar going berserk, he's sent into a fury and shouts, "What the hell is DRIVE doing?!"

Sugiru Yoshinori (Age 52, Male)

The president of AP Company, a business that manufactures and services exoframes for use in warehouses. The company's own warehouse uses a Lil' Sugar to stand guard and take inventory.

But Mr. Ibuki hacked into this Lil' Sugar and infected it with a virus. It was meant to activate on the afternoon of the day during which the scenario takes place, at the very moment Minister Fujiwara begins his speech, but a malfunction causes it to activate in the morning, before Minister Fujiwara's very eyes. This is ultimately what leads DRIVE to investigate AP's warehouse.

SCENARIO FLOWCHART



Opening Phase

The PCs, who are new employees of DRIVE, have at long last gone on active duty as a brand-new team. Their first mission is to investigate the series of hacks that have taken place in the Yokohama Zone over the last several months. However, before they can move out, the DRIVE team is confronted by a furious man: Minister Fujiwara. Courtesy of the minister, the team then finds itself with the additional objective of neutralizing the berserk robot.

**Investigation Card 1:
Investigate the Abandoned Building**

For the last six months, hackers have been hacking into companies across the Yokohama Zone. DRIVE has traced these hacks to an abandoned building. Although uninhabited, the building still has electricity and internet access. Thus, there is a high possibility the culprits are there.

**Investigation Card 2:
Stop the Rampaging Robot**

At AP Company, a business run by Minister Fujiwara's friend Sugiru Hitoyoshi, a robot has gone berserk. Although Minister Fujiwara is the first to notice something was amiss, this incident may relate to the hack that AP Company suffered in the past. There may thus be clues to be found here.

Master Scene: Preparing to Strike

Investigation Card 3: Get the Antivirus

The investigation thus far has cast suspicion upon Ibuki Eng. A large number of exoframes and robots in the Zone are infected with a virus, and when it activates in a few hours, it's likely they will wreak havoc. Scour the offices of Ibuki Eng. for the antivirus with haste.

Master Scene: Determination

Climax Phase

Ending: Hello, DRIVE!

The DRIVE team has dealt with the crisis, and Tokiwa briefs them on the aftermath. They still don't know who was responsible, but they've solved the problem for now. The DRIVE team, on their first day on the job, have excelled at their duty to keep the peace in the Yokohama Zone.

OPENING PHASE

OPENING PHASE: SUMMARY

Today, after finishing their one-year training period, DRIVE employees graduate to active duty. It's on this very morning that the PCs' team is immediately given the mission of investigating the hacks that have taken place over the past half-year.

For more information on the hacks, see Investigation Card 1.

When the DRIVE team heads into the hallway to embark on their mission, they see a man there causing a scene. That man is Toshifumi Fujiwara, the Minister of Education, Culture, Sports, Science, and Technology. When he went to visit his college friend, Sugita Hitoyoshi, he witnessed a robot going berserk at Hitoyoshi's firm, AP Company. Fujiwara accuses DRIVE of being negligent and orders them to immediately deal with the problem.Since he's a cabinet minister, the team's CO has no choice but to oblige Fujiwara.

AP Company was the target of one of the aforementioned hacks. Resolving the robot problem may well unearth some kind of clue about the hacks as well.

For more information on AP Company, see Investigation Card 2.

Minister Fujiwara plans to give a speech at the Red Brick Warehouse this afternoon, which is why he's in the Yokohama Zone. This information will be vital for the DRIVE team to know when the Climax Phase comes, so please have Fujiwara mention it to them at this time.

SCENE 1

Today, after finishing their one-year training period, the PCs have been placed on active duty as DRIVE employees.

The moment they come to work that day, the PCs are told to report to a meeting room. When they're all present, their CO tells them that from this moment on, they'll be an official team. Their CO reminds them that as DRIVE employees, they must be vigilant and mindful of their duties.

After that, since they're on active duty, the PCs are given their Convictors.

▼ WHAT THE CO MIGHT SAY

"Starting today, you're going on active duty as an official DRIVE team."

"You've already heard a lot about this during training, but as representatives of DRIVE, please be vigilant and mindful of your duties."

"Very well. Now that you're on active duty, it's time that we outfit you all with your personal Convictors. Come up and get yours when I call your name."

SCENE 2

After everyone has their Convictors, the CO briefs the PCs on their first mission. Please reveal Investigation Card 1 to the players.

▼ WHAT THE CO MIGHT SAY ABOUT INVESTIGATION CARD 1

"For the last six months, hackers have been hacking into companies across the Zone."

"The companies targeted in these attacks have suffered all manner of damages, from having scandals exposed to confidential information stolen to their security systems being taken down altogether. It's been rough."

"So far, what we at DRIVE have discovered is that the hacks originated from an abandoned building here in the Zone."

"The building has no tenants or occupants on record, but it still has operational infrastructure, so it wouldn't be a surprise if the culprits were holed up there."

"I say "culprits," but we don't even know how many there are, or what they're after. You'll need to head to the scene, apprehend them, and get what information you can out of them."

SCENE 3

The PCs, having received their mission, prepare to move out. But upon leaving the meeting room, they hear a loud voice echoing through the hallway outside.

Pacing along the hallway is a man, likely in his fifties, who is wearing an expensive-looking suit. When your CO sees the man, they mutter, "That's Minister Fujiwara, from MEXT!" in obvious surprise. The PCs will also remember hearing this man's name and seeing his face in passing before, even if they have no interest in politics.

When the man spots the DRIVE employees, he strides toward them while raising his voice. Listening to Minister Fujiwara, the PCs learn that there's an out-of-control robot on the grounds of AP Company, a firm run by a friend of Fujiwara's who invited him to visit. DRIVE has yet to respond to the incident, and the Minister orders them to do so to resolve the situation immediately.

The minister came to the Yokohama Zone to give a speech at the Red Brick Warehouse this afternoon. He tells the PCs that as soon as it's over, he's going to go see whether they did their job.

Knowing that Minister Fujiwara is giving a speech at the Red Brick Warehouse will be crucial information when the Climax Phase arrives. If he doesn't tell the PCs, make sure that the CO does.

▼ WHAT MINISTER FUJIWARA MIGHT SAY

"What does DRIVE think they're doing?! I went to my pal's company this morning and there's a robot tearing the place up! It's your job to take care of things like this!"

"Now listen here! I've got a speech to give at the Red Brick Warehouse this afternoon. After that's done and over with, I'll be personally checking that you did your jobs properly!"

"Well? Get a move on over to AP Company and stop that crazy robot!"

After he's made his complaint, Minister Fujiwara should continue to bluster, "What is DRIVE for if not this?" However, once the CO's humored him, he'll say, "I must be off, or I'll be late for my speech" and promptly make himself scarce.

The CO should then ask the PCs to return to the meeting room and inform them that they have an additional mission. Reveal Investigation Card 2 to the players at this time.

▼ WHAT THE CO MIGHT SAY ABOUT INVESTIGATION CARD 2

"Though we only have Minister Fujiwara's word to go on, apparently there's a robot going berserk over at AP Company."

"Normally, DRIVE wouldn't take action on a matter like this without having further information to go on, however, since this matter is of importance to Minister Fujiwara, we'll have to put a stop to that robot."

"Right. AP Company was targeted by one of those hacks, as I recall. Once you've dealt with the robot, ask around and see if you can find out anything about them."

INVESTIGATION CARD 1:
INVESTIGATE THE ABANDONED BUILDING

Investigation Card	
1	Investigate the Abandoned Building

Reveal Condition			
None			
Minimum PCs	2	Favored Skills	Agility, Brawling, Mechatronics

Overview
For the last six months, hackers have been hacking into companies across the Yokohama Zone. DRIVE has traced these hacks to an abandoned building. Although uninhabited, the building still has electricity and internet access. Thus, there is a high possibility the culprits are there.
Objective
Arrest the hackers

INVESTIGATION CARD 1: BACKGROUND

DRIVE's previous investigations have revealed that the hacks originate from an abandoned building inside the Yokohama Zone.

This building is the hideout of the hacker group hired by Kouzaburou Ibuki. All of them are talented hackers from the dark web hired by Mr. Ibuki. Mr. Ibuki hired these hackers according to the directions of the mastermind and has been using them to rebuild the fortunes of his faltering company.

The building has a number of traps installed in it. If any of the traps are set off, it will alert the hackers, who will attempt to make their escape.

After the hackers are captured, they'll confess that they hacked their targets on Ibuki's orders. Among their orders was to infect the systems they hacked with a certain virus, which would then spread throughout computers, exoframes, and robots linked to those systems. The virus alone has no effect, but upon receiving the proper signal, it will cause its host system to go haywire.

However, the hackers won't mention the virus at this point in time, afraid of the consequences of doing so. By the time of the Master Scene that takes place following Investigation Card 2, the CO will have questioned the hackers and extracted the information from them.

SCENE 1

DRIVE's investigation turned up that the ongoing hacks were made from an abandoned building in the Zone. Surveying the exterior of the building reveals no signs of anyone present there. The building appears to still be in good condition, and the windows are covered by closed blinds, making it impossible to see anything inside.

▼ MISSION 1: SCOUT OUT THE BUILDING

The PCs need to start by getting an idea of what's inside the building. They could fly a surveillance drone inside, do a temperature scan, use Standby Mode to monitor it through an ultra-long focus lens, or other such means.

Once they do this, the PCs discover that there are people inside the building. Specifically, they spot several men, each doing something on a computer. They also find infrared sensors, electronic locks, and other advanced security measures installed in the building.

▼ MISSION 2: BREAK INTO THE BUILDING

After the PCs have confirmed there are people inside the building, their CO will instruct them to get inside.

Inside the building are infrared sensors, guard drones, and a variety of other electronic traps. The PCs can use any skills they wish to neutralize these traps and make their way to the room where the hackers are hiding.

▼ MISSION 3: CAPTURE THE FLEEING HACKERS

After the PCs breach the room they're in, the hackers are stunned only briefly before they attempt to flee. Using shoulder-mounted glider exoframes, elastic ropes, and various other means, they leap out the windows. The PCs can use any skills they wish to subdue and capture the fleeing hackers.

SCENE 2

After capturing the hackers, the PCs can talk to them. The hackers were merely working for hire, so when the DRIVE personnel ask, they'll admit they were paid to set up shop here. Reveal Intel Card A to the players.

Intel Card	
A	Ibuki Engineering

Reveal Condition
Clear Investigation Card 1

Overview
The hackers say that they were following the orders of Kouzaburou Ibuki, the president of a company named Ibuki Engineering. He hired them from the dark web and none of them have ever met him in person. DRIVE's data banks contain some information pertaining to Ibuki Eng. and Kouzaburou Ibuki. Ibuki Eng. is a company in the space industry headquartered in the Yokohama Zone. It was originally founded by Kouzaburou Ibuki while he was a college student as a company that manufactured and serviced robots. However, after he heard that plans were in motion to build a space elevator in North America, Mr. Ibuki had the company pivot into the space sector. At one point, Mr. Ibuki appeared on a TV program discussing the commercial promise of space, where he spoke of his passionate vision of how space could be harnessed for profit. But then a guest on the same program, Minister Fujiwara, bluntly stated that everything Mr. Ibuki had proposed was an "impossible fairy tale" and savagely illustrated the reality of the situation. He didn't stop there, though, going on to further needle Mr. Ibuki about the many product-recalls Ibuki Engineering's robots had suffered, stunning him into silence. Openly weeping by the end of it, with snot running from his nose, Mr. Ibuki could only wail one thing in reply, "But it's my dream!" This moment was promptly clipped and circulated on the internet as a meme.

INVESTIGATION CARD 2:
STOP THE RAMPAGING ROBOT

Investigation Card			
2	Stop the Rampaging Robot		
Reveal Condition			
None			
Minimum PCs	1	Favored Skills	Mechatronics, Suppression, Brawling
Overview			
At AP Company, a business run by Minister Fujiwara's friend Sugiru Hitoyoshi, a robot has gone berserk. Although Minister Fujiwara was the first to notice something was amiss, this incident may relate to the hack that AP Company suffered in the past. There may thus be clues to be found here.			
Objective			
Solve AP Company's problem			

INVESTIGATION CARD 2: BACKGROUND

The president of AP Company, Sugiru Hitoyoshi, is a friend of Minister Fujiwara's from their college days. When the Minister came to the Yokohama Zone to give a speech at the event being held at the Red Brick Warehouse, he thought he'd pay a visit to his old friend first.

But as the two were catching up with each other, a robot at AP Company's warehouse suddenly went haywire. The malfunctioning robot, a security bot of the Lil' Sugar model line, never stopped its rampage, forcing Hitoyoshi to seal shut the warehouse as a prevention measure. Fujiwara was frustrated that Hitoyoshi declined to report the situation to the authorities, but he was furious that DRIVE hadn't mounted any sort of response.

Of course, DRIVE would be hard-pressed to deal with a problem that nobody had even informed them about. But perhaps on account of his age and limited understanding of technology, Fujiwara thought of DRIVE as useless and negligent in their duties.

The Lil' Sugar that went berserk at AP Company had been infected by the virus that the hackers had installed when they hacked into the company. This virus was set to activate in the afternoon, right as Minister Fujiwara began his speech; however, due to a malfunction, the LIl' Sugar at AP Company went haywire the morning of instead.

SCENE 1

Before they head to AP Company, have the CO give the PCs the following explanation of Lil' Sugar.

Intel Card
About Lil’ Sugar
Reveal Condition
Reveal along with Investigation Card 2
Overview
Lil' Sugar is a model of humanoid robot made by Ibuki Eng. that's capable of recognizing emotions. Thanks to the variety of customizations available for it, it can be used for a variety of tasks such as a greeter, patrol bot, or security guard. However, complaints about Lil' Sugar are widespread, claiming that it's poor at recognizing emotions, and it has a creepy face and voice. As a result, it hasn't sold particularly well. Lil' Sugar is a common subject of mockery on the internet, and a picture of a dejected Lil' Sugar tossed out with the trash is a particularly popular meme. It's possible your PCs are familiar with this meme.

AP Company, the company run by Minister Fujiwara's friend Sugiru Hitoyoshi, is a firm that manufactures and services exoframes for use in warehouses.

A few months ago, AP Company was a victim of one of the hacking incidents, which knocked their company systems offline for a time.

When the PCs head to AP Company, they're personally welcomed by the president, Sugiru Hitoyoshi. He thanks the DRIVE members for coming and apologizes for the rudeness of his friend, Minister Fujiwara, who ordered them to come.

Sugiru's clothes are torn in several places, and he has a number of superficial injuries. He explains that when Lil' Sugar started going berserk, he didn't escape unscathed. Even so, Sugiru is optimistic about the problem with Lil' Sugar solving itself, asserting, "It's probably just in a bad mood." (He doesn't truly believe this, but he's hoping that the issue is a temporary one caused by some sort of short-circuit or glitch.) As he's talking to the PCs, they can hear Lil' Sugar banging around in the nearby warehouse.

▼ WHAT PRESIDENT SUGIRU MIGHT SAY

"Goodness, my apologies that you had to come all the way out here. It was quite unreasonable of old Toshifumi, ordering you all to lend me a hand..."

"You see, this is no cause for alarm. Lil' Sugar is just in a sour mood today, I imagine. Perhaps we've been overworking it a trifle. Given some time, I think it ought to settle down on its own."

▼ MISSION 1: STOP THE RAMPAGING LIL' SUGAR

Lil' Sugar is going haywire inside the warehouse. Once they enter the warehouse, Lil' Sugar instantly spots the PCs. "INTRUDERS DETECTED. COMMENCING ELIMINATION," it declares in an artificial voice and attacks them. The DRIVE team needs to use their skills to neutralize the hostile robot.

▼ MISSION 2: FIND THE CAUSE OF THE RAMPAGE

Note: This mission happens only if 2 players are taking part in Investigation Card 2.

After Lil' Sugar is no longer a threat, it's of the essence to find out what made it go berserk in the first place. The DRIVE team must use their skills to investigate the cause of the malfunction.

This mission occurs only if 2 players are participating in this investigation. If a single player is handling the investigation, after stopping Lil' Sugar, they get a call from their CO. The CO asks the PC to bring the Lil' Sugar back to headquarters, where DRIVE can analyze it. After they've done this, it leads to the PCs learning the same information. Reveal Intel Card B at this time.

Intel Card	
B	The Virus and the Antivirus

Reveal Condition
Clear Investigation Card 2

Overview

The analysis revealed that the Lil' Sugar was infected with a computer virus. The virus itself has no immediate effects. However, it is set to activate at a specific time, causing the infected computers, exoframes, and robots to go haywire. AP Company's Lil' Sugar was set to activate today, in the afternoon. However, since it went berserk in the morning, some kind of glitch likely triggered it early.

Following this discovery, the same virus has turned up on the computers and exoframes used by the other companies that were hacked. It appears the hackers infected the systems they intruded into. There are two ways the virus can be deactivated: a password, or an antivirus program. It is unlikely it can be removed entirely from the infected systems. The only way to stop this virus is to install the antivirus directly on the machine in control of the network.

MASTER SCENE:
PREPARING TO STRIKE

SCENE 1

After the PCs have completed their investigations, the CO radios them to return to HQ. Once there, they are called into a meeting room for a briefing. Reveal Investigation Card 3 to the players at this time.

▼ WHAT THE CO MIGHT SAY ABOUT INVESTIGATION CARD 3

"As a result of your investigation, we suspect Ibuki Engineering is behind the repeated hacking incidents."

"The dormant virus that's been spread by the hacks is set to activate this afternoon, in a matter of hours. You're going to need to go to Ibuki Engineering's office and secure the antivirus as quickly as you can."

"We've been in touch with the police, who have helped us obtain a search warrant. This gives you the authority to perform an exhaustive search of Ibuki Engineering's office."

"Head straight to Ibuki Engineering and leave no stone unturned, team."

INVESTIGATION CARD 2:
STOP THE RAMPAGING ROBOT

Investigation Card	
3	Get the Antivirus

Reveal Condition			
Finish “Master Scene: Preparing to Strike”			
Minimum PCs	3	Favored Skills	Suppression, Athletics, Brawling, Mechatronics

Overview
The investigation thus far has cast suspicion upon Ibuki Eng. A large number of exoframes and robots in the Zone are infected with a virus, and when it activates in a few hours, it's likely they will wreak havoc. Scour the offices of Ibuki Eng. for the antivirus with haste.

Objective
Obtain the antivirus

INVESTIGATION CARD 3: BACKGROUND

There are two ways to neutralize the virus that Mr. Ibuki had the hackers spread. One is to use a deactivation code that only Ibuki knows. The other is the antivirus, which exists on a physical keycard.

Not every employee of Ibuki Eng. is involved with the company president’s scheme to commit terrorism. However, his secretary and a few of the executives have been helping him with the plot. In particular, Mr. Ibuki has informed his secretary of his plans in considerable detail. As he is confident in her abilities, he has entrusted her with the safety of the keycard with the antivirus on it.

Mr. Ibuki knows by now that DRIVE took the berserk Lil' Sugar from AP Company into their custody. Once DRIVE personnel arrive, he has told his secretary to trap them in an underground storeroom and stop them from acquiring the antivirus at all costs.

The secretary intends to faithfully carry out this order. She will give the DRIVE team a polite welcome, then lock them in the storeroom with about a hundred of the Lil' Sugars.

SCENE 1

DRIVE's next step is to search the offices of Ibuki Engineering, the company run by their main suspect, Kouzaburou Ibuki. When the PCs head to their main office with the search warrant in hand, the first person they meet is the secretary, a woman named Miho Kano.

The secretary looks quite shocked indeed to have DRIVE personnel visiting Ibuki Engineering's offices. If they tell her about Ibuki's criminal acts, she appears to be entirely unaware of them. According to the secretary, Ibuki is not in the office right now. However, because the DRIVE team has a warrant, she tells them they are free to search the premises.

When the PCs search the office, they find scattered evidence of the criminal acts they've uncovered. These include copies of the virus that the hackers infected systems with and data from the companies they targeted. However, they find no trace of their main objective, the antivirus. There remains only one location to search: the underground storeroom in which Ibuki Engineering keeps its products. The secretary guides the PCs to the underground storeroom.

SCENE 2

As soon as the PCs are all inside the storeroom, the door to it slams shut behind them. They then hear the secretary's voice from the room's mounted speakers. Taunting the DRIVE team in a manner quite the opposite of her prior pleasant demeanor, she awakens the Lil' Sugars in sleep mode within the warehouse.

The moment they're turned on remotely, the Lil' Sugars collectively go berserk. Thoroughly out of control, the robots immediately attack any of the PCs that they see.

WHAT THE SECRETARY (MIHO KANO) MIGHT SAY

"You DRIVE bastards aren't making this easy!"

"I won't let you meddle in Mr. Ibuki's plans! If you think you're ever getting your hands on this antivirus, think again!"

"If you're anything more than smears on the concrete after facing off against those hundred-odd Lil' Sugars, I'll be quite impressed!"

MISSION 1: FIGHT OFF THE BERSERK LIL' SUGARS

There are over 100 Lil' Sugars, all out of control. The DRIVE team needs to escape, but before they can do that, they need to survive. Unless they manage to keep the berserk Lil' Sugars at bay, they have no hope of finding a way out of the storeroom. The DRIVE team must use their skills to fight off the Lil' Sugars.

MISSION 2: ESCAPE THE STOREROOM

Just fending the Lil' Sugars off won't get the DRIVE team out of the storeroom. The door is made of solid metal and is electronically locked. Using their skills, they need to find a way to open the door and escape.

MISSION 3: CATCH THE FLEEING SECRETARY

Once they've gotten out of the storeroom, Miho Kano is nowhere to be seen. But the DRIVE team hears the sound of a car starting from outside the office building. If they go outside, they'll see Miho Kano trying to make her escape in a car; she starts speeding away at around the same time as they step outside the door.

The DRIVE team needs to use their skills to stop Miho Kano before she gets away.

Once they've caught her, Miho considers the situation, and then hands over the keycard she had plugged into her PDA. The PCs thus obtain the antivirus card.

MASTER SCENE:
DETERMINATION

SCENE 1

After they've apprehended the secretary, the PCs are contacted by their CO. The CO tells them that the exoframes and robots infected by the virus throughout the Yokohama Zone have started to run rampant. Being a virus, it spreads automatically now that it's active, and so the number of infected systems is steadily increasing.

DRIVE had some warning ahead of time that the systems would go berserk, so they were able to mobilize other teams to handle the situation. However, the CO informs the PCs that as the number of infected exoframes and robots increases it will soon be beyond their ability to contain.

As DRIVE has no idea of Kouzaburo Ibuki's whereabouts, the CO asks the PCs if they have any notions of where he might be.

▼ WHAT THE CO MIGHT SAY

"A short while ago, virus-infected robots and exoframes from across the Zone started going haywire."

"It seems now that it's active, the virus is able to automatically spread to other systems."

"Thanks to your info, DRIVE was already taking steps to handle this. So far, there hasn't been much damage. But at the rate the virus is spreading, that won't be the case for long."

"The problem is that we haven't seen hide nor hair of Ibuki. If only we had some sort of lead to go on..."

SCENE 2

Based on the information they've gathered thus far, the PCs may be able to guess where Kouzaburo Ibuki is headed: the Red Brick Warehouse where Minister Fujiwara is giving his speech.

However, it's possible they won't think of this. If that happens, it's okay for the CO to remind them that Minister Fujiwara is at the Red Brick Warehouse. Try to keep the game moving briskly; if the PCs keep puzzling things out for too long, that's when you should have the CO drop a hint.

If either the CO or the PCs mention the Red Brick Warehouse, the secretary Miho Kano, who should still be in the PCs' custody, will exclaim, "H-How did you figure that out?!" in a rather illuminating fashion.

SCENE 3

Once they figure out where Kouzaburo Ibuki is going, the CO asks the DRIVE team a question. Will they go to take down Ibuki themselves, or will they stand down and leave him for senior DRIVE personnel to handle?

The PCs only became active duty DRIVE personnel this very day. They've done more than enough. If they continue on, they should have no illusions about the fact that they are heading into danger.

No one will criticize the DRIVE team if they choose to stand down here. But neither will anyone stop them if they go after Ibuki. The PCs must decide whether they possess the determination to bring Ibuki to justice themselves.

If they choose to do so, the CO replies, "That's what I hoped you'd tell me," and cuts the connection. They then hear an engine approaching, and a van with the DRIVE logo pulls up to them. The driver rolls down the window and shouts, "Hop in the back!"

CLIMAX PHASE:
TO THE RED BRICK WAREHOUSE

SCENE 1

As they head to the Red Brick Warehouse, the team's CO shows them the situation in the Zone through a monitor while explaining what's going on.

The virus-infected exoframes and robots are continuing to wreak havoc on the city, and the infection is continuing to spread. It's infected not only exoframes and robots by now but a number of electronics connected to the internet as well. Screens and large projectors in the center city have begun displaying the text "Hello, DRIVE!" as if this whole incident was an act of provocation toward DRIVE from this start.

The CO shows the team a video feed of DRIVE teams containing the situation in the city's center. Simultaneously, they explain what's happening at the Red Brick Warehouse.

Ibuki, accompanied by several drones, is already on site. The moment they get there, the PCs need to immediately move to subdue him.

The CO states that because Ibuki and his subordinates are piloting illegally modified exoframes, and there are also berserk robots in the vicinity, they are granting the PCs authorization to use Active Mode. They assign the PCs callsigns and instruct them to switch to Active Mode without delay once at the scene. Refer to the tips on each model of Convictor and share them with any players whose PCs use that model.

To pick callsigns, you can use the table on pg. 55.

▼ WHAT THE CO MIGHT SAY

"Let me update you on the situation. The Yokohama Zone's got exoframes and robots going haywild all over. We have every DRIVE team mobilized to do what they can."

"That isn't all the virus is doing. It's started displaying this message addressed to DRIVE on monitors across the city. Perhaps the culprit's trying to taunt us."

"Ibuki's at the Red Brick Warehouse right now, and we've spotted a number of berserk robots there with him."

"There's no way this won't be a live combat situation. I am formally authorizing you to use Active Mode for the remainder of this mission."

"You will also be using callsigns for this op going forward. I'll tell you your callsigns one by one. After that, you're on site, enter Active Mode immediately."

▼ WHAT THE CO MIGHT SAY TO EACH PC

To Adept Pilots: *"There are multiple targets you'll need to neutralize, both on the ground and in the air. Keep an eye on the whole battlefield and take opportunities as you see them."*

To Strength Pilots: *"Your foes have potent weapons, and they're not going to hold back. Make sure that your teammates don't take any serious damage."*

To Shooter Pilots: *"We've spotted some heavily armored enemies at the scene. Keep your distance, and take them out as a priority."*

To Runner Pilots: *"Some of the hostiles at the site are flight-capable. Your Convictor is the model best suited to deal with them, so prioritize that."*

SCENE 2

Upon arriving at the Red Brick Warehouse, the PCs find the guests of the event in a state of panic. The CO begins directing an orderly evacuation while ordering the PCs to find and confront Ibuki.

Atop the outdoor stage, in the heart of the event grounds, they come across Mr. Ibuki clutching Minister Fujiwara by the neck. When Ibuki spots the DRIVE team, he seems surprised to see them. But he then flings the minister away and confidently turns to face the PCs.

▼ WHAT MR. IBUKI MIGHT SAY

"Wh-What are DRIVE troops doing here?!"

"Well, it hardly matters. I'll just deal with you right here and now, and everything will continue as I planned!"

"Fujiwara, once I'm done with these meddlers, I'm going to enjoy giving you a slow, painful death!"

After this, combat breaks out. Have the PCs neutralize Mr. Ibuki as quickly as they can.

SCENE 3

After they've succeeded in disarming Mr. Ibuki, combat ends. He's been knocked unconscious but is still inside his exoframe. The PCs insert the antivirus card into it, stopping the rampage of the virus-infected exoframes and robots. Following the installation of the antivirus, the HUD of Ibuki's exoframe displays the text "See you again."

Minister Fujiwara has also been knocked out but doesn't appear to be seriously injured. For caution's sake, he's taken to the hospital but is discharged shortly afterwards.

The CO calls the PC on comms. He sounds relieved that the DRIVE team survived and instructs them to return to headquarters.

ENDING:
HELLO, DRIVE!

The PCs are given a lengthy period of leave following the incident. During their time off, they hear the machine uprising being reported as a terrorist attack orchestrated by Ibuki Engineering. Upon learning that the incident was caused by a virus, many of the affected companies declare they will upgrade their digital security.

When they return from their vacation, the PCs are summoned to a meeting room.

Their CO begins by informing them that Minister Fujiwara has sent them a letter expressing his gratitude. In the letter, the minister has apologized for accusing DRIVE of neglecting their duties and gives his sincere thanks to all DRIVE personnel for their response to the emergencies at both the Red Brick Warehouse and the city at large.

After telling them about the letter, the CO also compliments the PCs on their successful efforts. They then fill the team in on all the information that hasn't been made public.

It's become clear that Ibuki was not the only one responsible for what happened. Kouzaburou Ibuki had been communicating via e-mail with a certain individual for about a year, with the other partner feeding him information on his competition's most scandalous secrets. It seems this led him to trust this person deeply. This is despite the fact that Mr. Ibuki, and his co-conspirators, say that they did not know the person's name or anything about their identity.

The exoframe that Mr. Ibuki used was manufactured by BDS, and so DRIVE is investigating the possibility of a connection between them and the incident. However, they know nothing about Ibuki's correspondent and have no leads on them. The message that appeared when the PCs installed the antivirus—"See you again"—hints that this may not be the last they see of that individual. DRIVE must remain vigilant.

The CO once again thanks the DRIVE team for their hard work. They then tell the PCs, "Now then, you return to duty today. Let me brief you on your next mission..."

That marks the end of "Hello, DRIVE!", the sample scenario for Convictor Drive.

INVESTIGATION / INTEL CARDS

Investigation Card

1	Investigate the Abandoned Building

Reveal Condition

None

Minimum PCs	2	Favored Skills	Agility, Brawling, Mechatronics

Overview

For the last six months, hackers have been hacking into companies across the Yokohama Zone. DRIVE has traced these hacks to an abandoned building. Although uninhabited, the building still has electricity and internet access. Thus, there is a high possibility the culprits are there. Explore the building and apprehend any suspicious individuals.

Objective

Arrest the hackers

Investigation Card

2	Stop the Rampaging Robot

Reveal Condition

None

Minimum PCs	1	Favored Skills	Mechatronics, Suppression, Brawling

Overview

At AP Company, a business run by Minister Fujiwara's friend Sugiru Hitoyoshi, a robot has gone berserk. Although Minister Fujiwara was the first to notice something was amiss, this incident may relate to the hack that AP Company suffered in the past. There may thus be clues to be found here.

Objective

Solve AP Company's problem

Investigation Card

3	Get the Antivirus

Reveal Condition

Finish “Master Scene: Preparing to Strike”

Minimum PCs	3	Favored Skills	Suppression, Athletics, Brawling, Mechatronics

Overview

The investigation thus far has cast suspicion upon Ibuki Eng. A large number of exoframes and robots in the Zone are infected with a virus, and when it activates in a few hours, it's likely they will wreak havoc. Scour the offices of Ibuki Eng. for the antivirus with haste.

Objective

Obtain the antivirus

Intel Card

A	Ibuki Engineering

Reveal Condition

Clear Investigation Card 1

Overview

The hackers say that they were following the orders of Kouzaburou Ibuki, the president of a company named Ibuki Engineering. He hired them from the dark web, and none of them have ever met him in person.

DRIVE's data banks contain some information pertaining to Ibuki Eng. and Kouzaburou Ibuki.

Ibuki Eng. is a company in the space industry headquartered in the Yokohama Zone. It was originally founded by Kouzaburou Ibuki while he was a college student as a company that manufactured and serviced robots. However, after he heard that plans were in motion to build a space elevator in North America, Mr. Ibuki had the company pivot into the space sector.

At one point, Mr. Ibuki appeared on a TV program discussing the commercial promise of space, where he spoke of his passionate vision of how space could be harnessed for profit. But then a guest on the same program, Minister Fujiwara, bluntly stated that everything Mr. Ibuki had proposed was an "impossible fairy tale" and savagely illustrated the reality of the situation. He didn't stop there, though, going on to further needle Mr. Ibuki about the many product-recalls Ibuki Engineering's robots had suffered, stunning him into silence. Openly weeping by the end of it, with snot running from his nose, Mr. Ibuki could only wail one thing in reply, "But it's my dream!" This moment was promptly clipped and circulated on the internet as a meme.

Intel Card

About Lil' Sugar

Reveal Condition

Reveal along with Investigation Card 2

Overview

Lil' Sugar is a model of humanoid robot made by Ibuki Eng. that's capable of recognizing emotions. Thanks to the variety of customizations available for it, it can be used for a variety of tasks such as a greeter, patrol bot, or security guard. However, complaints about Lil' Sugar are widespread, claiming that it's poor at recognizing emotions, and it has a creepy face and voice. As a result, it hasn't sold particularly well. Lil' Sugar is a common subject of mockery on the internet, and a picture of a dejected Lil' Sugar tossed out with the trash is a particularly popular meme. It's possible your PCs are familiar with this meme.

Intel Card

B	The Virus and the Antivirus

Reveal Condition

Clear Investigation Card 2

Overview

The analysis revealed that the Lil' Sugar was infected with a computer virus. The virus itself has no immediate effects. However, it is set to activate at a specific time, causing the infected computers, exoframes, and robots to go haywire. AP Company's Lil' Sugar was set to activate today, in the afternoon. However, since it went berserk in the morning, some kind of glitch likely triggered it early.

Following this discovery, the same virus has turned up on the computers and exoframes used by the other companies that were hacked. It appears the hackers infected the systems they intruded into. There are two ways the virus can be deactivated: a password, or an antivirus program. It is unlikely it can be removed entirely from the infected systems. The only way to stop this virus is to install the antivirus directly on the machine in control of the network.

ENEMY DATA

4 PLAYERS

5	Kouzaburo Ibuki	Starting Position: Sq. 6	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
11	Ranged	5D	ENG	Special	7	7	1	12 - 6 - 3	Yes

Special Effects	[Particle Cannon]: When making an attack, this enemy may target all characters of its choice in the same horizontal row (or alternately, the same vertical column) as its current position.

2	Combat Drone A (Assault)	Starting Position: Sq. 5	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	5D	MAT	1 ~ 2	5	4	2	8	Yes

Special Effects	None.

2	Combat Drone B (Guard)	Starting Position: Sq. 6	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	2D	MAT	0 ~ 1	7	7	1	12 - 6 - 3	Yes

Special Effects	Guard Unit: This ability can be used when this enemy is in the same square as Kouzaburou Ibuki. Change the target of an attack targeting Kouzaburou Ibuki to this enemy instead.

2	Combat Drone C (Scout)	Starting Position: Sq. 9	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	3D	ENG	0 ~ 1	4	2	1	10 - 8 - 5	Yes

Special Effects	Evasion Unit: Ranged attacks made against this enemy take -1D to their attack dice.

3	Lil’ Sugar (Cayenne)	Starting Position: Sq. 3	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
7	Ranged	5D	MAT	0 ~ 1	6	4	1	9 - 4	No

Special Effects	None.

3	Lil’ Sugar (Habanero)	Starting Position: Sq. 2	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
7	Melee	4D	ENG	0	6	4	1	9 - 4	No

Special Effects	None.

3 PLAYERS

5	Kouzaburo Ibuki	Starting Position: Sq. 6	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
11	Ranged	5D	ENG	Special	7	7	1	12 - 6 -3	Yes

Special Effects	[Particle Cannon]: When making an attack, this enemy may target all characters of its choice in the same horizontal row (or alternately, the same vertical column) as its current position.

2	Combat Drone A (Assault)	Starting Position: Sq. 5	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	5D	MAT	1 ~ 2	5	4	2	8	Yes

Special Effects	None.

2	Combat Drone B (Guard)	Starting Position: Sq. 6	Optimal Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	2D	MAT	0 ~ 1	7	7	2	12 - 6 -3	Yes

Special Effects	Guard Unit: This ability can be used when this enemy is in the same square as Kouzaburou Ibuki. Change the target of an attack targeting Kouzaburou Ibuki to this enemy instead.

3	Lil' Sugar (Cayenne)	Starting Position: Sq. 3	Natural Behavior

HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
6	Ranged	5D	MAT	0 ~ 1	6	4	1	9 - 4	No

Special Effects	None.

3	Lil' Sugar (Habanero)	Starting Position: Sq. 2	Natural Behavior

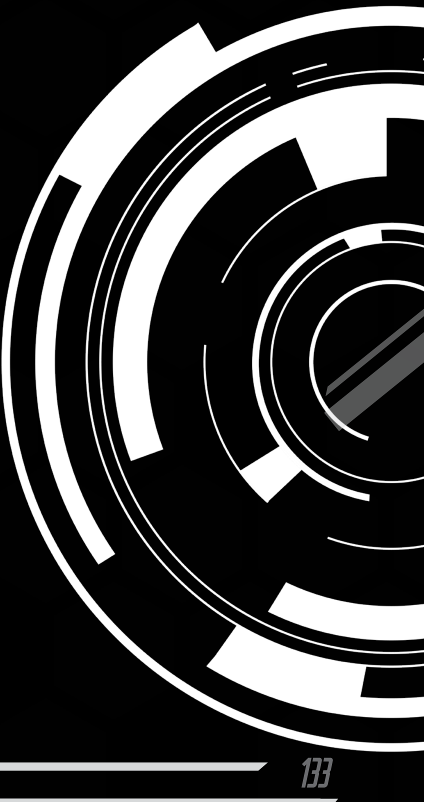
HP	Weapon Attack Type	Attack Dice	Damage Type	Range	MAT Armor	ENG Armor	Movement	Initiative	Flight Capable
4	Melee	3D	ENG	0	5	3	1	10 - 4	No

Special Effects	None.

ABOUT THE DRONES (APPLICABLE TO BOTH 3 AND 4 PLAYER BATTLES)

Combat Drones A, B, and C are all being controlled by Kouzaburou Ibuki. If he becomes unable to fight, the combat drones may (at the GM's discretion) cease to function. However, if Mr. Ibuki is taken out very quickly, having the drones stop working at that time may make the battle excessively short, so if that happens, the GM can have them be autonomous.

APPENDIX



CONVICTOR DRIVE
CHARACTER SHEET

Illustration	Notes

PERSONAL DATA

PC Name		**Age**		**Gender**		**History Table Roll**	
Player Name		**Model**				**Loss Table Roll**	

Character Details	Tragic Circumstances

JOB SKILLS

All job skills start at Lv. 1. During character creation, divide 6 levels between them, with Lv. 4 the maximum possible at this time.

Knowledge	Lv. 1	Lv. 2	Lv. 3	Lv. 4	*Mastered* Lv. 5
Agility	Lv. 1	Lv. 2	Lv. 3	Lv. 4	*Mastered* Lv. 5
Negotiation	Lv. 1	Lv. 2	Lv. 3	Lv. 4	*Mastered* Lv. 5

Brawling	Lv. 1	Lv. 2	Lv. 3	Lv. 4	*Mastered* Lv. 5
Suppression	Lv. 1	Lv. 2	Lv. 3	Lv. 4	*Mastered* Lv. 5
Mechatronics	Lv. 1	Lv. 2	Lv. 3	Lv. 4	*Mastered* Lv. 5

CONVICTOR DATA

Part Classification	Name	MAT Armor	ENG Armor	Reserves	Type	Cost	Target	Timing	Effect
Head									
Body									
Arm									
Leg									
	Totals								

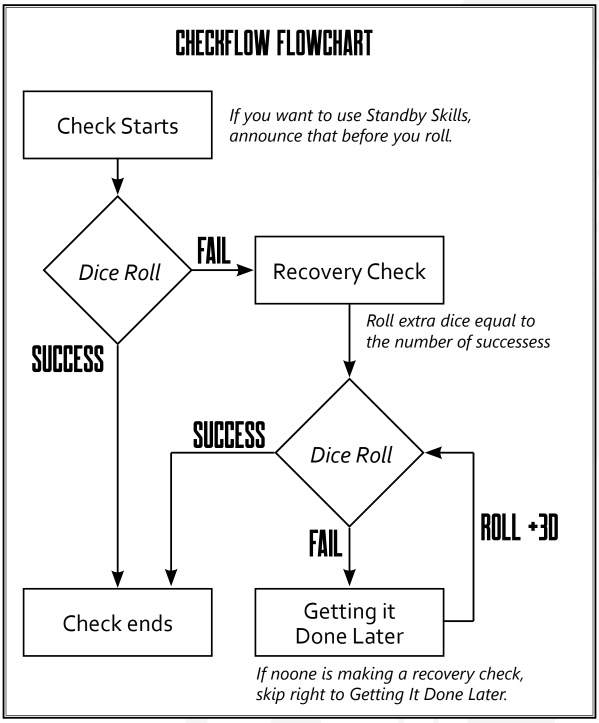
HP	7	+		=		HP Tracker
			Modifier			

WEAPON DATA

Name	Type	Element	Load	Range	Atk Cost	Attack Dice	Timing	Effect

Flashword

As I Saw It


CHECKFLOW FLOWCHART
Check Starts
If you want to use Standby Skills, announce that before you roll.
Dice Roll
FAIL
Recovery Check
Roll extra dice equal to the number of successess
SUCCESS
SUCCESS
Dice Roll
ROLL +3D
FAIL
Check ends
Getting it Done Later
If noone is making a recovery check, skip right to Getting It Done Later.

Convictor Drive

Activation Condition

Convictor Drive activates when a PC's HP drops to 0 or less. Players may, at any time, have their PC take 1d damage in order to deliberately lower their HP and activate Convictor Drive.

Adept

This interrupts any action currently taking place. You may move up to 2 squares. You may then make an attack at a cost of 0. This attack has a Critical Value of 7, and you gain +4D to its attack dice. After rolling your attack dice, you may change the value of one die of your choice to 10.

If any number of PCs have retreated from battle, for each PC who has retreated, you may at this same time change the value of one die of your choice to 11.

Runner

This interrupts any action currently taking place. You may move to any square on the battlefield. You may then make an attack at a cost of 0. You gain +3D to its attack dice. After rolling your attack dice, you may change the value of two dice of your choice to 11.

Skill Rank Table	
20	S+
19	S
18	S-
17	A+
16	A
15	A-
14	B+
13	B
12	B-
11	C+
10	C
9	C-
8	D+
7	D
6	D-
5	E+
4	E
3	E-
2	Out of Rank

MAKING A STANDARD CHECK

1. The check starts. The GM will announce the required number of successes.

2. Explain what action you're taking and which Job Skill you want to use.

3. Declare whether or not you're using Standby Skills. If you are using them, explain how.

4. If the GM agrees your method is reasonable, make your dice roll. Your number of successes is equal to the number of dice that come up 5 or higher. If this is higher than the required number of successes, you succeed at the check.

In addition, rolls of 10 are Critical and add 2 to the number of successes.

* PCs who aren't participating in an Investigation Card cannot be involved with checks related to that Investigation Card.

RECOVERY CHECKS

1. The PC undertaking the mission fails their check.

2. Announce that you want to make a Recovery Check. Explain what action you're taking to help them and which Job Skill you want to use.

3. If the GM agrees your method is reasonable, make your dice roll. The PC undertaking the mission can roll additional dice equivalent to your number of successes in the Recovery Check.

* Each individual PC may make only 1 Recovery Check per Investigation Card.

* Standby Skills can be used with Recovery Checks.

* Multiple PCs may make Recovery Checks during the same mission.

GETTING IT DONE LATER

1. If after Recovery Checks the mission check still hasn't succeeded, the PC must Get It Done Later.

2. The PC rolls 3 extra dice.

3. After rolling these dice, add 1 Delay Counter. The GM should keep track of these.

4. If the required number of successes still hasn't been met, continue to Get It Done Later until it has.

Shooter

This interrupts any action currently taking place. You may make an attack at a cost of 0. When choosing targets, ignore the range of your chosen weapon. Add +3D to your attack dice for this attack, and decrease the Critical Value by -5.

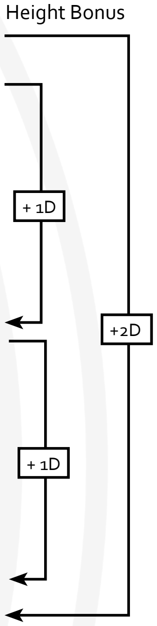
Strength

This interrupts any action currently taking place. You may move up to 1 square. You may then make an attack at a cost of 0. You gain +6D to this attack's attack dice.

CONVICTOR DRIVE

COMBAT SHEET

High Sky Area	7	8	9
Midair Area	4	5	6
Ground Area	1	2	3


Height Bonus
+ 1D
+2D
+ 1D

RESERVES TRACKER

Enemy Initiative										
Reserves	0	1	2	3	4	5	6	7	8	9
	10	11	12	13	14	15	16	17	18	19
Enemy Initiative										

Starting Position	Threat Level	Name	HP	Weapon Type	Attack Dice	Weapon Element	Range	MAT	ENG	Movement	Initiative	Behavior	Flight	Effects

Delay Event Table

1	Situational Delay I	All PCs take a -1 penalty to their maximum Reserves.
2	Situational Delay II	All PCs take a -1 penalty to their maximum Reserves.
3	Situational Delay III	All PCs take a -2 penalty to their maximum Reserves.
4	Extra Firepower I	The boss gets +1D to their attack dice.
5	Extra Firepower II	Up to 2 enemies of Threat Level 4 or below get +1D to their attack dice.
6	Extra Firepower III	One enemy of Threat Level 3 or below gets +2D to their attack dice.
7	Last Stand I	A random PC takes a -1 penalty to their HP.
8	Last Stand II	A random PC takes a -1 penalty to their HP.
9	Last Stand III	Two random PCs take a -1 penalty to their HP.
10	Despair	Roll 1D twice more and apply penalties from this table as rolled.

For each Delay Counter the PCs have, the GM rolls 1D and applies the indicated penalty from this table.

If the GM rolls a Delay Event that has already happened in this combat, ignore that roll and do not apply the penalty again.

If a penalty would cause a PC's maximum Reserves to decrease below 7, set their maximum Reserves to 7 instead.

If a penalty would cause a PC's HP to decrease below 4, set their HP to 4 instead.

Flow of Combat

TAKING TURNS

A turn is the unit of time during which each PC, and also each enemy, can take actions. It's always the turn of the character with the highest Reserves. During turns, PCs may take the following actions in the following order.

I. MOVEMENT

The PC may move to any square of their choice. Each square moved costs them 2 Reserves. However, if a PC without equipment that says "You may enter the High Sky Area" is in the High Sky, they can't voluntarily move and thus will fall. PCs cannot move after having attacked on the same turn.

II. ATTACKING

The PC may declare that they are making an attack with a weapon of their choice.

They should then roll the weapon's listed attack dice. They do damage to their target corresponding to the number of dice equal to or above the target's armor. Make sure that you use the armor value matching the attack's element.

After performing both actions, the PC pays the cost of those actions from their Reserves, and their turn ends. If there is another PC with the same amount of Reserves as the previous PC started their turn with, it becomes that PC's turn next.

Once all PCs with a given Reserves number have taken their turns, if there's an enemy with Initiative matching that Reserves number, that enemy may take a turn.

CONVICTOR DRIVE
RECORD SHEET

PC Name	
Player Name	
Rank	
Callsign	

COMMENDATION POINTS & USE RECORD

Current / Total	

CP AWARD CRITERIA

Survived the session	7 pt
Took part in the feedback session	3 pt
Served as the Coordinator	3 pt
Had their character sheet ready	1 pt
Wasn't late to the session	2 pt
Didn't use Convictor Drive	2 pt

CP USAGE TABLE

Personalize a weapon	8 pt
Boost a weapon's firepower	12 pt
Acquire a Convictor part	4 pt
Make Active Mode customizations	12 pt
Make Standby Mode customizations	12 pt
Improve a job Skill	6 pt
Master a job Skill	12 pt

OWNED CONVICTOR PARTS

Head Parts	α	β	γ
Body Parts	α	β	γ
Arm Parts	α	β	γ
Leg Parts	α	β	γ

Standby Mode Customizations	
Active Mode Customizations	

OWNED WEAPON DATA

Name	Personal Nickname	Firepower Boosts	

CLEARED SCENARIOS

NOTES

CONVICTOR DRIVE

CHARACTER SHEET

EXAMPLE FLAVOR

PC Name	Ifuu Ikuta	Age	19	Gender	Male	History Table Roll	Student
Player Name	Doranosuke Konbu	Model	Adept			Loss Table Roll	Sudden Parting

Character Details

A serious person devoted to the pursuit of justice. When it comes to doing the right thing, he refuses to compromise, and some view him as inflexible or overly fastidious because of this.

He has had a hobby of kendo since his youth. He was team captain during his school days and was said to be one of the best practitioners in Japan, good enough to compete nationally.

He aspired to work in law enforcement on account of his honest nature and prowess in kendo and joined DRIVE right after graduating from high school.

Tragic Circumstances

In the year 20XX, the final match of the All-Japan Interscholastic Kendo Tournament was Ikuta vs. Komai. They had long been rivals, but due to a terrorist attack using illegally modded exoframes, the match was postponed. When the tournament resumed later that day, Ikuta was declared the winner by default.

Flashword

"You've got guts, you know."

As I Saw It

Komai had beaten me in the previous tournament, and it frustrated me to no end. I'd trained and trained for no reason other than to beat him. Right after he'd won, he told me, "You've got guts, you know," and I wanted to fling those words back in his face.

But the day those terrorists attacked... It was the first time I'd ever heard an explosion. After that, though, that's when I heard the screams. Then I just started running for my life. Plenty of people had told me I was courageous, but when I faced the possibility that I could die, that all went up in smoke.

It was shocking enough to hear Komai had died in the attack. But what shook me to the core was that he'd died helping others get to safety. Until his last moments, he'd been trying to save people. His sacrifice made me realize what it really means to have guts.

I can't stand it. I want to be strong. Not the kind of strength I could use to protect my pathetic ego... but the strength to protect others, like Komai had.

Even if I find it, I'll never be able to say those words back to him.

On this page are the personal details, Flashword, and backstory of an example character.

If this is your first time playing Convictor Drive, these will give you guidance on how to fill out your character sheet.

For example Convictor builds, please refer to the Model data, starting with the Adept's on pg. 15.

CONVICTOR DRIVE

Scenario Title

Player Count		**Numebr of Investigation Cards**	
Estimated Play Time		**Number of Intel Cards**	

Summary for Players

Scenario Title

Opening Phase

Climax Phase → Ending

Summary for Game Masters

The Mastermind's Plot

CONVICTOR DRIVE

Scenario Title

Hello, DRIVE!

Player Count	3 - 4	Numebr of Investigation Cards	3
Estimated Play Time	3 -5 hours	Number of Intel Cards	2

Summary for Players

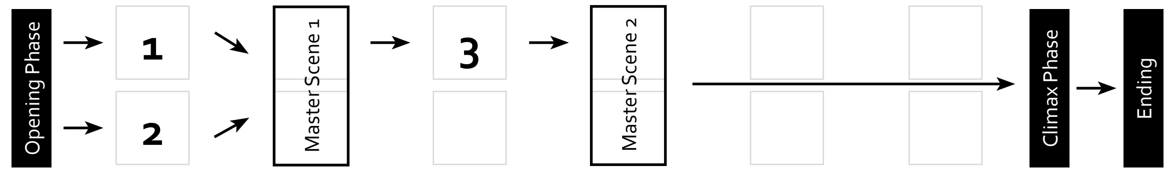
You are new employees of DRIVE. After your one year of training, you're finally heading out into the field.

Your CO has instructed you to investigate a series of hacking cases taking place in the Yokohama Zone.

But as you're about to start your first mission, you suddenly encounter Toshifumi Fujiwara, the national Minister of Education, Culture, Sports, Science, and Technology.

Your responsibilities as DRIVE employees will also see you dealing with a berserk robot in a warehouse.

Scenario Title



Summary for Game Masters

The PCs are new employees of DRIVE who have finally reached the day when they will be given their first field mission. And that mission is to get to the bottom of a series of hacking incidents DRIVE personnel have repeatedly had to deal with.

After being given their mission, the PCs are about to head to the first location of interest but are waylaid by a man. "What do you at DRIVE think you're doing?!" he shouts angrily at them. They soon find out that a group of security bots has gone haywire at an exoframe manufacturing company run by an acquaintance of the man shouting at them. Seeing the situation as their responsibility to stop, they promptly head to the factory.

Through twists and turns, the PCs discover the identity of the culprit, Kouzaburo Ibuki, and also come across an antivirus. They head to the warehouse where Kouzaburo is to take him down. After subduing him, they install the antivirus into the exoframe he was piloting, restoring peace to the city.

The Mastermind's Plot

The mastermind's main objective was seemingly to use video walls to project "Hello, DRIVE!" to the entire city. It's not clear why, unless they're nothing more than a prankster. But their parting message of "See you again" makes it clear this won't be the last DRIVE sees of them.

Investigation Card

Reveal Condition

Minimum PCs

Favored Skills

Overview

Objective

Investigation Card

Reveal Condition

Minimum PCs

Favored Skills

Overview

Objective

Investigation Card

Reveal Condition

Minimum PCs

Favored Skills

Overview

Objective

Investigation Card

Reveal Condition

Minimum PCs

Favored Skills

Overview

Objective

Intel Card

Reveal Condition

Overview

Intel Card

Reveal Condition

Overview

Intel Card

Reveal Condition

Overview

Intel Card

Reveal Condition

Overview

History Table

Even	1	Rich Family	Your family is quite well-off, and you wanted for nothing as a child.
	2	Artist	You are—or were—an artist, musician, or other creative soul. Or someone in your family is.
	3	Grew Up Alone	You never knew your parents nor any siblings. You've had to make it on your own.
	4	Aitani	You work (or formerly worked) for the Aitani Group. Or someone in your family does.
	5	Martial Artist	You are—or were—a martial artist or kendo practitioner. Or someone in your family is.
	6	Raised Abroad	Though you may be a Japanese citizen, you grew up in another country.
	7	Doctor	You are—or were—a nurse or doctor, or involved in healthcare. Or someone in your family is.
	8	Ordinary Family	Your parents are in good health, and you grew up neither rich nor poor.
	9	Secret Society	You are—or were—a member of a secret society. Or someone in your family is.
	10	Student	Before being hired by DRIVE, you were a student (either in high school or at college.)
Odd	1	Orphan	You grew up in an orphanage. Did your family pass away, or abandon you? Choose the reason yourself.
	2	Criminal	You are—or were—a member of the yakuza, a gang, or other criminal group. Or someone in your family is.
	3	BDS	You are—or were—an employee of BDS. Or someone in your family is.
	4	Professional	You are—or were—an engineer or other professional. Or someone in your family is.
	5	Poor Family	Your family was always upon hard times. You may have a single parent, or many siblings.
	6	NEET	Before being hired by DRIVE, you were neither employed nor in school. You had few prospects.
	7	Distinguished	Your family name has a long and honorable history.
	8	Academic	You are—or were—a researcher or other academic. Or someone in your family is.
	9	Law Enforcement	You are—or were—with the police, the military, or a similar group. Or someone in your family is.
	10	Free Choice	Choose any background that you like.

Loss Table

Even	1	Natural Disaster	Mother Nature sure is something when she's angry.
	2	Lover/Partner	The two of you should have been together forever.
	3	Clear Intent	There was no way that was anything other than cold and deliberate.
	4	Illness	You thought it'd clear up quickly, but it didn't.
	5	Sibling	Remembering the times you were together brings you such pain.
	6	Your Fault	If only you'd never done that, then...
	7	Accident	A bit more caution, and everything could have been different.
	8	Best Friend	You talked about growing old together with those big grins, but what now?
	9	Passerby	You didn't even know them, and yet you can never forget them.
	10	Sudden Parting	If you'd known that might happen, there's so much you would have done.
Odd	1	Change of Target	It wasn't meant to happen to them. But it did.
	2	Parent	You owe so much to them that you can never repay.
	3	War/Terrorism	"Collateral damage." It's far too neutral a term.
	4	Long Absence	You thought you'd meet them again someday, but then...
	5	Classmate/Roommate	You meant to talk to them more, much more. Before that happened.
	6	Ex-Lover/Partner	You loved/hated them so much, but it still happened.
	7	Crime	You never thought you'd get caught up in something like that.
	8	Stand-In	You should have been there. It should have been you that it happened to.
	9	Grandparent	They were always watching out for you, until they weren't.
	10	Free Choice	Choose any loss that you like.

Relationship Table

Even	1	Friendship	You hit it off with them during training, and now you're friends. They're fun to be with.
	2	Jealousy	You're jealous of their looks, their talent, or something else.
	3	Fondness	You like their looks, opinions, attitude, or something more.
	4	Rivalry	As trainees, you started competing with each other and are now friendly rivals.
	5	Aspiration	You admire their looks, attitude, or approach to life and aspire to be like them.
	6	Failure	During training, they showed you where it is that you come up short.
	7	Kindred	You feel like you've met them somewhere before; as if they're family.
	8	Commonality	Your attitude or preferences have much in common with theirs, and you get along well.
	9	Trust	You feel that their personality and aura inspire your trust.
	10	Inferiority	During training, they clearly outclassed you. You feel inferior around them.
Odd	1	Devotion	You want to devote your entire self to them.
	2	Distrust	It may just be because of some trivial matter during training, but you don't trust them.
	3	Indifference	You feel neither positively or negatively toward them. They haven't impacted your life.
	4	Nostalgia	They remind you of someone you lost, as if they were a mirror image.
	5	Menace	You think they see you as a bitter enemy. The pressure is palpable.
	6	Dislike	You just plain don't like them.
	7	Partiality	You're well-disposed toward them in general.
	8	Calm	For some reason, their very presence is a source of comfort.
	9	Awe	You are amazed by their robust character or talents and want to catch up.
	10	Free Choice	Choose any relationship that you like.

Delay Event Table

1	Situational Delay I	All PCs take a -1 penalty to their maximum Reserves.
2	Situational Delay II	All PCs take a -1 penalty to their maximum Reserves.
3	Situational Delay III	All PCs take a -2 penalty to their maximum Reserves.
4	Extra Firepower I	The boss gets +1D to their attack dice.
5	Extra Firepower II	Up to 2 enemies of Threat Level 4 or below get +1D to their attack dice.
6	Extra Firepower III	One enemy of Threat Level 3 or below gets +2D to their attack dice.
7	Last Stand I	A random PC takes a -1 penalty to their HP.
8	Last Stand II	A random PC takes a -1 penalty to their HP.
9	Last Stand III	Two random PCs take a -1 penalty to their HP.
10	Despair	Roll 1D twice more and apply penalties from this table as rolled.

For each Delay Counter the PCs have, the GM rolls 1D and applies the indicated penalty from this table.

If the GM rolls a Delay Event that has already happened in this combat, ignore that roll and do not apply the penalty again.

If a penalty would cause a PC's maximum Reserves to decrease below 7, set their maximum Reserves to 7 instead.

If a penalty would cause a PC's HP to decrease below 4, set their HP to 4 instead.

Skill Rank Table

20	S+
19	S
18	S-
17	A+
16	A
15	A-
14	B+
13	B
12	B-
11	C+
10	C
9	C-
8	D+
7	D
6	D-
5	E+
4	E
3	E-
2	Out of Rank

CONVICTOR DRIVE BASIC Q&A

When playing Convictor Drive, you won't have time to flip through the entire rulebook looking for some piece of information. This section lets you quickly refresh yourself on the essential details. You can also make copies of these pages and hand them out to players who don't have their own copy of the rulebook.

Q. Who are the PCs?

A. The PCs are employees of DRIVE Private Security, a company that keeps the peace in the Yokohama Zone. They pilot powered exoskeletons called Convictors in order to keep the Yokohama Zone safe.

Q. What's a Convictor?

A. Convictors are high-spec powered armor custom made for the PCs. They're the ultimate exoframe, with abilities and armaments beyond any other in the world. In other words, they give you the power to be heroes. There are 4 different models, each with unique capabilities and specialties.

Q. Can anyone pilot a Convictor?

A. No. To be compatible with the nanomachines which generate the energy a Convictor needs, the pilot must have suffered psychological trauma. Although this is usually because they lost something irreplaceable to them, on occasion, other painful memories may qualify. By recalling these memories, their wavering emotions give rise to potent bioenergy.

Q. How is the "Yokohama Zone" different from Yokohama City?

A. In Convictor Drive's world, the Mechatronic Revolution happened in the 2010s. The science of mechatronics born from it made it possible to build powered exoskeletons. Yokohama City was used as a trial location for the lifestyle these exoframes could make possible, and it and the surrounding towns became known as the Yokohama Zone.

While the Yokohama Zone is distinguished by the presence of advanced technology in all walks of life, its culture and the lives of its residents remain largely unchanged from those of Japan in general.

Q. Where do the PCs work?

A. They work for an organization known as DRIVE, located in the Yokohama Zone. DRIVE is a private security company whose purpose is to handle the high-tech crimes made possible by the Zone's advanced technology. They have the same degree of authority as the police.

Q. How much authority does DRIVE have?

A. The advanced technology present in the Yokohama Zone has made the existing legal code inadequate. Misdeeds using mechatronic technology are known as Mecha-Crimes. The police do not have the necessary know-how to deal with these crimes, and it's left to DRIVE to do so. On account of this, DRIVE has been given special authority to respond to Mecha-Crimes.

In addition, Convictors are permitted to use certain types of weapons, such as nonlethal bullets and sometimes heavier armament. Your commanding officer, played by the GM, will instruct you when you are allowed to do so.

Q. Are there powered exoskeletons besides the Convictors?

A. Yes. Wearable mechatronic devices for civilian use are known as "exoframes." They are not widespread throughout the world at large, but they are part of everyday life in the Yokohama Zone.

Exoframes are made for a wide variety of purposes, from industrial use in factories and construction sites, to mobility aids for those in need. Most of them are bulkier than Convictors, only cover some parts of the body, and can be used only for their specific purpose.

Unlike the average exoframe, Convictors combine power, speed, precision and more into a single human-sized machine. They're on an entirely different level from the ones sold to the mass market.

Q. Who's up to no good in the Yokohama Zone?

A. Although there are many organizations plotting sinister schemes, many wrongdoings you'll investigate relate to a company by the name of BDS. BDS is an arms manufacturer of global reach who are keen to weaponize the Yokohama Zone's novel technologies. Think of them as the main villain of Convictor Drive.

BDS incites criminal organizations (and even ordinary citizens) to take up their weapons and commit Mecha-Crimes with them, allowing them to collect useful data.

Q. How famous is DRIVE?

A. Most everyone in the Yokohama Zone has heard of them. However, anything beyond the fact of their existence is niche knowledge, and the way the public treats them is less than ideal. Unlike the JSDF or the municipal police, DRIVE's peacekeeping mission and its authority to carry it out are not widely recognized.

Thus, the PCs shouldn't count on being able to show their badges and say, "I'm with DRIVE; Tell me everything you know about what happened here," as if they were in a TV show about police detectives.

Q. How do you use a Convictor?

Convictors are usually stored in a container akin to a bag and deployed as needed. They have three different modes. One is "Safe Mode," in which the pilot dons special clothing in preparation for the other modes. In "Standby Mode," the pilot equips only part of the Convictor. Finally, in "Active Mode," the Convictor armors the pilot's entire body.

Pilots typically use Standby Mode to respond to trouble they encounter during their crime investigations. They are allowed to do this at their own discretion. The abilities of Standby Mode depend on the Convictor model; one might be as fast as a motorcycle, and another as powerful as heavy machinery. They can also perform advanced data processing and other specialized tasks. Standby Mode's enough to handle the average riffraff or average foe with an exoframe.

Active Mode is when the Convictors truly unleash their power. It's used mainly in final battles. To generate the amount of power necessary to enter Active Mode, the pilot must purposefully stir up their own emotions by uttering their Flashword.

Q. What's a Flashword?

A. A Flashword is a keyword that, for a Convictor pilot, is deeply associated with their trauma.

For example, a pilot who once went to an orchestral concert with their lover, then lost them in a terrorist attack at that very time and place, might have the Flashword: "Symphony No. 3, Eroica." A Flashword should be something that only the pilot themselves can understand, such as the last piece played before the terrorists struck.

Although it's called a Flashword, it can be either a word or a phrase as in the example above.

Q. What's Convictor Drive?

A. In gameplay terms, it's your last hurrah. You can only use Convictor Drive when your HP reaches 0. Your pilot will confront their painful memories directly to unleash one final, mighty attack.

Note that in this game, someone's HP being 0 doesn't mean they're dead, but it does mean that they're unable to continue fighting. In fact, when PCs lose all their HP, it leads to great moments, so you don't have to play in dread of it happening.

A NOTE FROM THE DESIGNERS

Thank you, sincerely, for choosing to purchase Convictor Drive.

This TRPG arose out of an idea contest that was held by Group SGR. The fact that I won still feels like a dream to me, and even right now, I'm amazed that I got this far. The simple but ambitious desire of our team was, "We want to make a fun game," and I'm delighted that it took shape as the book you're reading now.

The concept of the hero has always been important to me. True heroes who, despite the darkness of their solitary lives, fight for justice and are a light to the people. Although they may not exist in reality, they can in a TRPG. Those are the feelings that gave rise to the idea of Convictors.

As I see it, TRPGs are games in which by roleplaying your characters, you gain insight into yourself. Although countless styles of play exist, I hope that my world will inspire you to think about what justice is, and what it means to be a hero. That's my desire as the setting designer.

Finally, I'd like to express my heartfelt gratitude to the illustrators and designers of this book, the friends and family of the team members, and the test players and everyone else who took part in pre-release play events.

May each and every one of you become a hero to someone.

- ARATA NOTSUGI

For this TRPG, I asked Arata to handle the setting design while I took charge of everything else.

My previous TRPG, Picaresque Roman, was a game about playing blackhearted villains. So this time, creating a game about heroes who fight for justice was a 180-degree turn. Although on the surface, it's all different, my philosophy when designing games is "Make them simple but deep." I think that's a point in common this game has with the others I've designed.

Building a game in the spirit of Arata's idea, without compromising it in any way, was a novel and yet interesting challenge. I had a lot of fun, and I hope this won't be the last time I get to do it.

We worked together with quite a few people to create Convictor Drive, all perfect for their jobs, and ithat is the type of synergy you need to truly be a team. I hope I get to work with them again; it was a true delight.

I'd like to thank all the designers and illustrators, including Roburei, who illustrated the cover; although we've collaborated with one another in the past, I want to personally say thank you for your excellent work once again. I also greatly appreciate the tireless effort the members of Group SGR put in.

Lastly, a thank you to everyone who bought this book. I hope that you'll have many hours of fun playing this game, make new friends through it, or have it bring happiness to your life. If this game can do that, I will be honored as one of its creators.

- SIGRE

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